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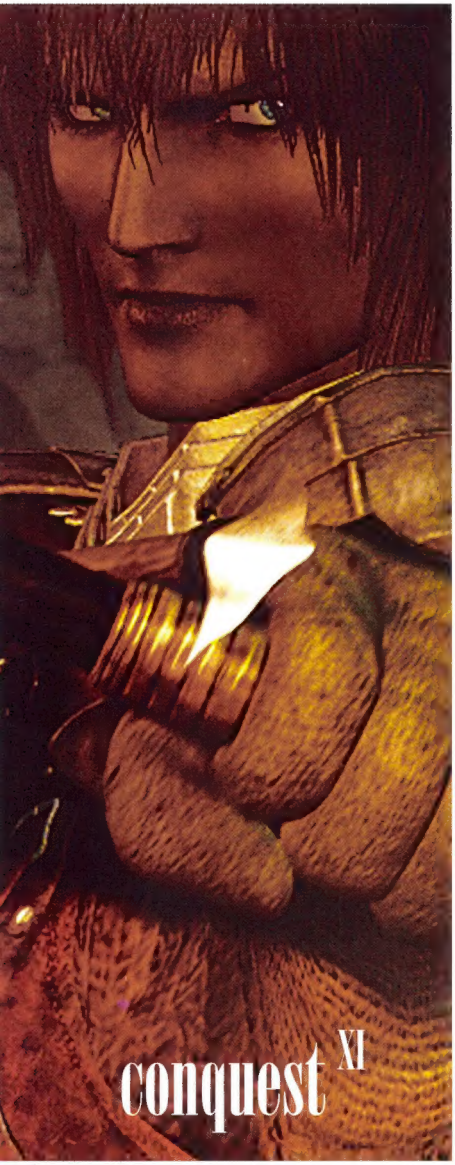

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As of this month, *Tips & Tricks* has been helping players to get the most out of their video games for 10 years. (If you're wondering how a monthly magazine can reach its 10th anniversary after only 110 issues and not 120, it's because *Tips & Tricks* was quarterly for the first four issues and bi-monthly for the next two.) We'd like to take this opportunity to thank our contributors, past and present, especially (in no particular order) Ara, Jimmy, Ione, Tyrone, Nikos, Betty, Wat, Mike and Ellen, who all helped to make *Tips & Tricks* the #1 Video-Game Tips Magazine. But more importantly, we'd like to thank whoever is reading this paragraph. Here's to the next 10 years!

ON THE COVER: *James Bond 007™: Everything or Nothing™* by Electronic Arts

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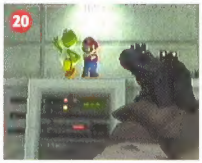

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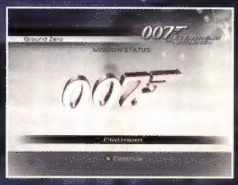
007 EVERYTHING OR NOTHING

by Pat Reynolds

The world's most famous secret agent returns to consoles in fine form, bringing with him some refreshing changes to the old Bond formula. First and foremost, you'll control Bond from a third-person perspective, a move away from the traditional first-person "you are James Bond" viewpoint of past games. Second, the game streamlines many of Bond's gadgets, keeping the focus on intense gameplay and not on scrolling around through your inventory to find the right item. Some gadgets, like the grappling gun, are used automatically in certain situations, and there are multiple ways of targeting enemies and objects that make combat relatively easy. This guide will help you to find all of the cool extras in the game and give you tips for clearing every mission.

Rankings: Bronze, Gold and Platinum



After completing a mission, you will receive a ranking of Bronze, Gold or Platinum. A Bronze ranking means that you successfully completed the mission and unlocked the next mission. A Gold ranking is awarded if you beat the target score for the mission (these are listed in the walkthrough section of this guide). You'll receive a reward for Gold rankings, including concept art, new outfits, bonus stages and more. To earn a Platinum ranking on any given mission, you must first earn a Gold on that mission, then replay the mission at "00 Agent" difficulty, beating the target score and completing the Platinum challenge for that mission. Earning Platinum rankings will unlock in-game cheat codes. We didn't list the cheat codes, because you can't use them until you've earned them—and when you do, the game will tell you what the codes are.

Bond Moments

Hidden in each stage are "Bond moments," optional actions you can take that are exemplary of Bond's style. Whenever you perform a Bomb moment, you'll see "007" appear briefly on-screen, and sometimes trigger a flashy cinematic of Bond doing his thing. Finding and activating these Bond Moments is the key to gaining Gold and Platinum rankings for each mission.

Walkthrough

Mission 1: Ground Zero

Gold Target 75,000
Platinum Challenge Take 500 damage or less

***Objective:* Retrieve nuclear device**

Use the cover of the pillar near the start of the mission and take out as many enemies as possible before running for the briefcase in the center of the courtyard.

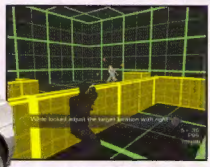
***Objective:* Obtain a rocket launcher**
***Objective:* Destroy the hover jet**

Look for the door in the side wall and head upstairs to find the rocket launcher cache. The harrier jet will appear. Stay behind the cover of the wall and pop out to shoot at it with the rockets. Three direct hits will destroy it.

***Objective:* Escape through wall**

You'll need to return to the area where the mission started to escape. Use the rocket launcher to destroy the two armored cars that appear, and be sure to keep at least two rockets for the guard turret in the far corner of the courtyard. Rappel down to the ground level by walking off the balcony to earn a Bond Moment on your way to the escape point.

Mission 2: M16 Training



This stage will bring you up to speed with Bond's hand-to-hand, marksmanship and other abilities. Pay attention to the lessons here—they'll prove invaluable in the missions to come. There is no ranking for this stage.

Mission 3: A Long Way Down

Gold Target 90,000
Platinum Challenge Complete the mission in 3:30 or less

***Objective:* Drop explosive into vent**

Rappel down to the first landing. If you head to the left, you'll find a valve that activates steam vents on the main landing area. Activate the steam to earn a Bond Moment and incapacitate the guards in the area. Drop the explosive into the vent near the steam pipes to complete this objective.

***Objective:* Rappel off building edge**
***Objective:* Shut off the flame vents**

Run off the edge of the building (where the explosion took out the barrier) to rappel further down the building. You can enter a room halfway down to find a rocket launcher and a table that can be flipped over for a Bond Moment (it also provides cover from the onslaught of enemies). On the next landing, activate the steam valve for another Bond Moment. You'll find the switch to deactivate the flames in this area as well. Run back to where the flame vents were and rappel down the rest of the building to advance.

Mission 4: Train Chase

Gold Target 150,000
Platinum Challenge Board the train in less than 2:15

***Objective:* Catch up to the train**

You have your choice of two vehicles for this mission: the ultra-fast Chimera motorcycle or the slower but sturdier Porsche Cayenne. At the T-juncture at the beginning of the mission, head to the left to find the Cayenne or to the right for the bike. Stay on the path and use your substantial armaments to destroy the enemy vehicles that cross your path. Take out the helicopter before you reach the temple area to earn a Bond Moment bonus. At the temple, either jump the pillar on the left (Cayenne) or powerslide under the pillar on the right (Chimera) for another Bond Moment. The final Bond Moment comes right before you catch up to the train; look for the remains of a statue to the right and hit the jump near it. This not only earns a Bond Moment, but it also puts you right on the tracks behind the train.

***Objective:* Get underneath the train**

Quickly destroy the missile launchers and enemies, then get as close as possible to the back of the train. The ground between the tracks will slope down, allowing you to drive underneath the train. Successfully maneuvering beneath the train will complete the mission.

Mission 5: An Old Friend

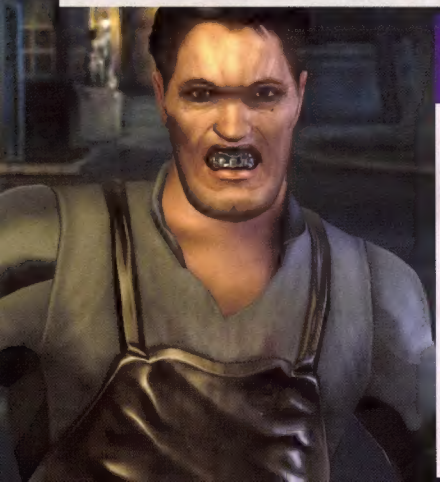
Gold Target 125,000
Platinum Challenge Take no damage

***Objective:* Destroy six missile launch computers**

There are six computers in the first car, so you can complete this objective before moving on through the train. You'll earn Bond Moments for stealthily taking out the guards in each car—be sure to move while crouched to remain silent.

***Objective:* Defeat Jaws**

Wait for Jaws to attack (he'll either pull out one of the pillars and throw it at you, or bull-rush in your direction). After he's pulled out at least one pillar, he'll expose a stream of electricity. When his attack is finished, punch Jaws toward the electricity. After three hits, he'll stagger backward a short distance. If you got him close enough to the electrical current, he'll take damage. Also, if you stand so that the path of his bull-rush attack aims toward the electricity, he'll run right into it. Two jolts of electrotherapy will lay Jaws low.



Mission 6: Sand Storm

Gold Target 160,000
Platinum Challenge Destroy the base in less than 0:45

***Objective:* Catch up to the General's helicopter**

Chase the General's helicopter through the winding canyons. Earn your Bond Moments by taking out the bridge with the enemy jeeps and bombing all three enemy missile boats on the river below. Use your flares to avoid damage from enemy missiles. In the temple, avoid the flames to earn another Bond Moment.

***Objective:* Eliminate the General**

The platform with the General's helicopter is protected by a shield, which is powered by three generators. Take them out with missiles, while sending out flares to avoid the missiles fired from the platform. When the shield goes down, unload your missiles into the platform to destroy it and complete the mission.

Mission 7: Serena St. Germane

Gold Target 150,000
Platinum Challenge Get to Diavalo's fortress in less than 1:50

Objective: Intercept patrol jeep before it reaches the village
The tight, winding roads make hitting the jeep with your missiles difficult, but there are a couple of places along the route where you can line up a hit. A few missile hits and the jeep is out of commission.

Objective: Locate and enter 003's hideout
Objective: Avoid enemy patrols
Use the map to find the location of 003's hideout. A ramp will appear, allowing you access to the building.

Objective: Get to the Hotel Americano

Open up the full-screen map to find the safe route into the village. There's a roadblock keeping you from reaching the area of the city with the hotel. Find the fireworks shop and park across the street (look for the ring indicating where to park). Deploy the remote control car and drive it up the ramp on the fireworks shop. Use the RC car's laser to open the grating and enter the shop. Fire the laser at the crate of explosives in the shop to cause a distraction that will disrupt the roadblock. You'll also earn a Bond Moment for this event. If you are spotted by enemy patrols, use the cloaking device to lose them. Drive up the road to rendezvous with Serena at the hotel.

Objective: Reach the base of the mountain fortress

Follow Serena's verbal directions (or use the full-screen map) to reach the fortress. Hit the staircase on the left to avoid the roadblock and earn a Bond Moment. When the tank appears, veer left and drop off the road onto the pathway. Follow this to the fortress and park the car to the left of the entrance in the marked spot.

Mission 8: Vertigo

Gold Target 150,000
Platinum Challenge Complete the mission in 4:00

Objective: Get to top of cliff

On the first floor, use the sleeper dart gun or stealth takedowns on all of the guards to earn a Bond Moment. Rappel up the elevator shaft at the end of the tunnel. On the second floor, make a note of the location of the elevator—you can't start it yet, but you'll be returning here shortly. Continue up through the mine floors, using the Rappel at the end of each tunnel.

Objective: Destroy signal jamming antenna

On the fourth floor, target the barrels next to the jamming antenna to earn a Bond Moment and complete this objective. Use the Bond sense (pause the game and scroll through inanimate objects that can be targeted) to select the barrels rather than the antenna as your target. Find the opening in the wall and send a Q-spider through it to unlock a supply room above and earn a Bond Moment.

Objective: Retrieve 003's uplink device
You'll find the uplink device in a room at the top of the mine shaft. It's heavily guarded, so save some big weaponry to clear the room (the AK-47 is a good choice).

Objective: Install the uplink device on a junction box

Make your way back to the floor above the antenna and use the uplink device on the junction box on the wall in the control room. Along the way, the enemy will kill the lights, so you'll need to switch to thermal vision to see your targets. With the uplink device in place, head back to the elevator on the second floor to finish the mission.

Mission 9: The Ruined Tower

Gold Target 175,000
Platinum Challenge Fire 10 rounds or less

Objective: Infiltrate ruin
At the start of the stage, use sleeper darts to take out the two guards and you'll get a Bond Moment bonus (you'll get a second Bond Moment if you use stealth takedowns on the guards just outside of the starting room). When you enter the temple grounds, head to the right to find a ledge that's attainable via grappling hook. You'll earn a Bond Moment for reaching the top, and you'll find a hidden room with an armor vest and sniper rifle there as well. Use the rifle to take out some of the guards patrolling the area—it's especially useful against the guard with the rocket launcher hidden in an alcove in the far back wall.

Use the low wall for cover and the sniper rifle to deal with the rocket launcher guard on the far rooftop, then mop up the remaining guards in the area. Press the button on the mine shaft to drop the crate and break open the barrier leading into the tunnel below. Drop into the mine shaft.

Head to the back area of the grounds and you'll find a mine cart lift along the wall. Rappel up to the top. Follow the path through the ruins and you'll find another mine construction with a crate suspended above it.

Hit the button on the wall to start the mine cart rolling along the tracks. Follow the cart—you'll be ambushed by new enemies along the path. When the cart tips over at the end of the line, target and shoot the dynamite it was carrying to blast an opening in the wall. Run into the opening to complete the stage.

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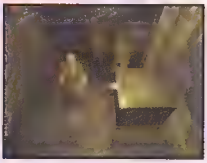
Mission 10-A: Death of an Agent

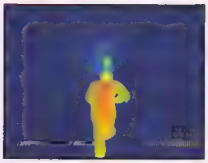
Gold Target 200,000
Platinum Challenge Take 100 damage or less

Objective: ***Reach 003 before he dies***



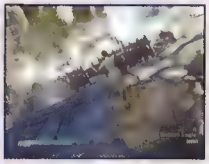
To reach 003, simply follow the tunnel into the interrogation room, taking out the guards along the way. To earn a Bond Moment, send a Q-spider into the small opening in the wall near the start of the stage and drop it on the three guards from above, taking them out without wasting any ammo.

Objective: ***Locate the exit to the catacombs***



Getting out of the ruin requires a trip through the pitch-black catacombs. After finding 003, continue along the path until you see an opening in the ground to the right. Drop into it and activate your thermal vision. Stay crouched and move slowly, as enemies have no trouble spotting you in the dark. Look for armor vests in alcoves off the main tunnel. When you reach the staircase, you'll be back in the main mine tunnel. Hit the switch to open the exit doors, then fight your way out of the tunnel. Destroy the fuel tank to take out multiple guards and earn a Bond Moment. Run into the tunnel exit to clear the stage.

Mission 10-B: Leap of Faith



Objective: ***Catch Serena***

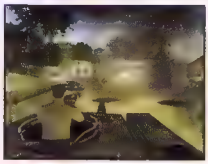
After the cutscene, run off the cliff to chase after the falling Serena. Avoid the ledges, walkways and other obstacles as you fall. Hitting some will kill you; others will just slow your descent but will likely end your mission as you'll have lost too much speed to successfully catch Serena. On the way down, shoot the gas tanks to take out guards and earn Bond Moments. Also, look for the shortcut between a ledge and wooden walkway and fall through it for another Bond Moment. Catching up to Serena completes this stage.

Mission 11: A Show of Force

Gold Target 200,000
Platinum Challenge Catch the plane in less than 0:45

Objective: ***Get Serena safely to 003's hideout***

Serena drives the stolen tank while Bond mans the weapons. Use the tank's main cannon on the jeep guarding the fortress gate to earn a Bond Moment. Use the tank's big gun on enemy jeeps and tanks, then switch to the machine gun for infantry and helicopters. You can pick up more Bond Moments by aiming for gas tanks near clusters of enemies.



When you reach the gas station, switch to the main gun and target the gas pumps to take out all of the enemy vehicles in the area. This ends the tank section of the stage and completes the first objective (and is worth a Bond Moment as well).

Objective: ***Get to extraction point***

Hop onto the motorcycle and hit the road—you've got a very short window to catch the plane at the airfield and make the extraction. Along the route, you can earn two Bond Moments. The first is awarded for taking the shortcut on the right side of the road; look for a path into the forest. The second comes right before the airstrip—hit the ramp on the back of the parked truck to jump the fence onto the runway. Once on the runway, catch up to the plane and ride up the ramp into its cargo area to complete the stage.

Mission 12: Moral Gray Matters

Gold Target 200,000
Platinum Challenge Get to the diner in less than 0:40

Objective: ***Rendezvous with NSA agent***
Objective: ***Steal transport truck***

Follow the beacon on the map to the pay phone and answer the call. Next, beat the timer across town (hit the alleyway shortcut in the middle of town for a Bond Moment) to reach the truck. Park in the indicator circle, get out of the car and open the truck's bay door. Get back in the car and drive it into the truck to complete this objective.

Objective: ***Infiltrate compound***
Objective: ***Place the tracking device on the truck***

Drive the truck to the compound. There's no time limit here, so take it slow and avoid hitting civilian traffic. Park the truck inside the compound and get out. Run to the nearby truck and plant the tracking device near the back wheel.

Objective: ***Stop the henchman***
Objective: ***Get to the club***

Open the truck bay door to release your car and chase after the escaping limousine. Exit the compound via the giant concrete pipe near the gate for a Bond Moment bonus. You'll get another Bond Moment if you stop the limo by getting in front of it and using the acid slick weapon. After stopping the limo, get to the club within the time limit to complete the stage.

Mission 13: The Kiss Kiss Club

Gold Target 225,000
Platinum Challenge Use no ammo

***Objective:* Enter the Kiss Kiss Club**
***Objective:* Find Mya before her song ends**

The front door is locked and Bond isn't on the guest list. Look for the open second-story window, rappel up and go through it to enter the club. (Take a moment to give the lady in the room a massage and earn a Bond Moment.) Use sleeper darts to take out the guards on the second floor without sounding the alarm. In the control room, press the button on the panel to open a door on the first floor.

***Objective:* Retrieve the security access card**

The first floor door leads into the main room of the club and a heated firefight. From behind the bar, you can head to the left to find the controls for the overhead lighting. Use them to drop the light fixture on the enemies below and earn a Bond Moment. Use the shotgun on the guards on the balcony and one of them will fall onto a table below, triggering another Bond Moment. Take the elevator to the second floor and you'll find the security card on a desk in an office.

***Objective:* Rescue Mya**

Back on the first floor, you'll be attacked by several crowbar-wielding thugs. Use your hand-to-hand skills (especially the counter-attack) against them to quickly take them out. Find the hallway just past the stage and use the security card to open the door leading to the dressing room. In the dressing room, search the corner wall to reveal a hidden door, then follow the tunnel to the end of finish the stage.

Mission 14: Underworld

This short stage has no Bond Moments, no objectives and no gold or platinum goals to reach. It's a straight run-and-gun through a series of rooms under the club. You'll need to grab the skeleton key from the wall near the door in the starting room, then simply follow the path through the rooms until you reach the exit tunnel.

Mission 15: Death's Door

Gold Target 275,000
Platinum Challenge Complete mission in 3:15

***Objective:* Retrieve skeleton key from tower**
***Objective:* Enter the rundown building**

Near the start of the stage, watch for some enemies to break through a boarded-up doorway on one of the buildings. Inside, you'll find a small opening in the wall—send your Q-spider through to find an armor vest (and get a Bond Moment). The door leading into the building is locked, so make your way to the tower. Use your Dragunov rifle to take out the enemy snipers, stop the guard from reaching the gate near the tower to earn a Bond Moment and then rappel up to the tower window to find the skeleton key. Return to the rundown building and unlock the door there.

***Objective:* Destroy the security box to open the gate**
***Objective:* Find a way to enter the crematorium**

The inside of the building is dark, so you'll need to use thermal vision to spot (and shoot) the enemies. Find the stairs, go up and then out onto the balcony. There's a sniper rifle here—use it to take out the enemy sniper on the far rooftop, if you haven't already dealt with him. Directly across from the balcony

you'll see the security box (look for the red glow). You can easily spot it using Bond sense. Destroy it with the sniper rifle to earn a Bond Moment. Leave the building and head to the newly-opened gate to enter the crematorium.

***Objective:* Defeat Jean Le Rouge**

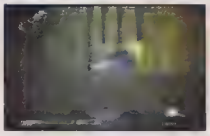
Before engaging La Rouge, run to the conveyor controls in the middle of the room and use them to stop Mya's advance toward the furnace. Le Rouge's crossbow fires explosive arrows; whenever he pops out from cover to fire at you, dive to one side to avoid the damage. Target the gas tanks behind La Rouge to earn Bond Moments and cause explosions that will damage him. La Rouge may run to the controls and restart the conveyor—whenever he does this, you'll need to stop it again quickly before continuing the battle.

Mission 16: Battle in the Big Easy

Gold Target 250,000
Platinum Challenge Get to Diavalo's compound in less than 0:55

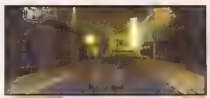
***Objective:* Allow Mya to defuse bomb**
***Objective:* Take Mya to Bond's lair**

Before you can head for the hideout, you'll need to race around town while Mya defuses the bomb. The only weapon the limo has is the smoke-screen, but using it on the pursuing enemy vehicles will get you a Bond Moment. In a nod to the movie *Speed*, you can't slow down until she's finished the job or the car will explode. Use the long stretch of road leading to Diavolo's compound for an easy drive. When Mya defuses the bomb, head to the hideout location marked on the map.



***Objective:* Destroy the compound**
***Objective:* Locate access point for RC car**
***Objective:* Use laser on fuel access point**

Return to Diavolo's compound and park in the marked area. Deploy an RC car and head inside the compound via the metal tube in the side of the building. On the upper catwalk, use the laser on the steam valve to clear out the guards below. Drop to the lower catwalk and follow it to the fuel tank. Hit the targeted area with the laser to destroy the compound and earn a Bond Moment.



***Objective:* Deliver Mya to her apartment**

Finally, head to Mya's apartment ASAP—get her home quickly and you'll earn another Bond Moment.

Mission 17: Faded Splendor

Gold Target 300,000
Platinum Challenge Take 100 damage or less

***Objective:* Disable the door switches**

In the room to the right of the entrance hall, you can deploy a Q-spider into the vent shaft to find an armored vest and earn a Bond Moment. Detonate the spider near the sniper guarding the entrance hall. Use the rappel gun to reach the attic (look for the opening in the ceiling). If you can avoid detection and take out all of the enemies on the ground floor with stealth, you'll get a Bond Moment.

Find the hole in the attic floor to drop down into another area of the mansion. You'll enter the ballroom, a large room with a hanging chandelier. If you use Bond sense to target the chandelier, you can drop it onto the guards on the floor below to earn another Bond Moment. At the base of the grand staircase, you'll find two rooms, each with a switch. Activate both switches to open a security door on the second floor. On the first landing of the staircase, you can rappel back up into the attic. Drop into the next area through the hole in the floor and follow it to enter Yayakov's lair.

Mission 18: The Machinery of Evil

Gold Target 300,000
Platinum Challenge Fire 10 rounds or less

***Objective:* Destroy all four processing chambers**
***Objective:* Destroy transformer cores**

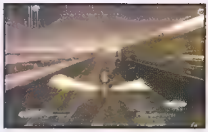
The processing chambers are located in the four corners of the main room. Each has a control panel that will detonate the machinery there. One of the doors is jammed—you must take the stairs to the lower section (below the main floor) and find the vent shaft. Send your Q-spider through and follow the path to the processing chamber. Detonate the spider near the exposed door controls (opposite the jammed door) to open the door. When all four processing chambers are destroyed, return to the main area and shoot the two transformer cores to destroy them.

Mission 19: The Pontchartrain Bridge

Gold Target 300,000
Platinum Challenge Disable Jaws' tanker in less than 3:20

***Objective:* Disable Jaws' tanker**

This stage is a straightforward race to catch Jaws in his tanker truck before he reaches the city. While in the bayou area (before reaching the highway) you can earn two Bond Moments by jumping over the gate (as opposed to blasting through it on your motorcycle) and blowing up the shanty house (look for the enemies on the porch). Once on the highway, keep an eye out for the construction vehicle and use its flatbed as a jump to receive another Bond Moment. The final Bond Moment for this stage comes near the end, after the cinema of the crashing truck. Use the motorcycle's powerslide maneuver to go under the truck instead of around it.



When you catch up to Jaws' tanker, get alongside it and use the flamethrower on the back tires. There are two tires on each side. When all four are blown out, the tanker will crash and the stage will be complete.

Mission 20: A Simple Exchange

Gold Target 325,000
Platinum Challenge Complete the mission in 0:40

***Objective:* Ensure there are no casualties**
***Objective:* Don't raise the alarm**
***Objective:* Disable security lasers**

You have to use stealth to complete the objectives here. Sneak up and disable the guards or use the sleeper darts. Security cameras make a distinctive whirring noise—throw EMP grenades at them and set them off when they're close to the camera. On the patio area, you'll find the controls for the security lasers on the second floor. Return to the main lobby area and head upstairs.

***Objective:* Find the race car driver's room**

On the second floor, use EMP grenades to take out the cameras (if you disable all of the cameras in the building, you'll earn a Bond Moment). The driver's room is in the back. Take the race suit from the door in the corner to complete the objective and finish the stage.

Mission 21: Red Line

Gold Target 350,000
Platinum Challenge Complete the race in less than 4:50

***Objective:* Place first in the race**

Winning the race completes this mission. It's not very hard; just avoid the explosive red barrels and keep the hammer down. Look for the jumps on the right side of the road (just before entering the village for the first time) and the shortcut just before you backtrack through the village to earn Bond Moments.

Mission 22: Ambushed

Gold Target 350,000
Platinum Challenge Use no ammo

***Objective:* Disable security shutters**
***Objective:* Find Serena**

You're back in the mansion from "A Simple Exchange," but this time deadly force is authorized...and you'll need it. The place is swarming with heavily-armed baddies. Fight your way back to the room where you found the driver's clothes. On the balcony overlooking the patio, use Bond sense to target the control box on the wall and destroy it to disable the shutters. Head downstairs to the patio and check the cabinet to find a hidden doorway. Enter it to finish the mission.

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iType2, Official U.S. PlayStation Magazine, January 2004

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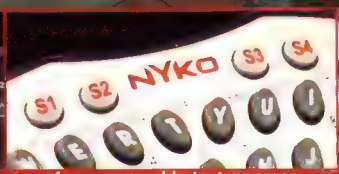

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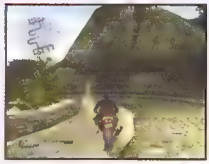
Mission 23: The High Road

Gold Target 300,000
Platinum Challenge Get to the mine in less than 1:20

Objective: ***Deliver Serena to the hotel and acquire Q-bike***

You begin this stage in the race car, which has no weapons. However, you can ram into the enemies on motorcycles to take them out. Watch out for the roadblocks along the route—hit the stairs next to them to get past safely (and earn the Bond Moments for the stage). Reach the hotel to find the Q-bike and complete the first objective.

Objective: ***Arrive at mine entrance***



On the Q-cycle, retrace your path back through the village and onto the road leading to the mine. When you reach the mine entrance, you'll find that it's been blocked. An alternate route will be marked on your map.

Objective: ***Find secret access to mine route***

Enter the nearby building to find the secret access point, which leads to the village rooftops. Hit all of the ramps along the path until you reach the road leading to the mine entrance. At the end of the path, powerslide under the closing door to finish the stage.

Mission 24: Wrecker's Plan

Gold Target 375,000
Platinum Challenge Complete the mission in 3:00

Objective: ***Escape***
Objective: ***Retrieve your equipment***

No Bond adventure is complete without 007 being captured and placed into some sort of nefarious, slow-acting deathtrap. Here, Bond is held in place while a drilling machine slowly advances on him. To escape, equip the EMP grenades and use one to disable the drill and free Bond from the cuffs. Bond's equipment is on a nearby table.

Objective: ***Destroy both exhaust gear systems***

Find the elevator controls and take the elevator to the next level. Run across the conveyor belt, shooting the valves to the right of each crusher to disable them. The exhaust gear systems are located just past the conveyor. Look for the exposed machinery in the walls and target both of them to destroy them.

Objective: ***Escape the mine***

Rappel up the wall near the exhaust gear system. Find the staircase and take note of the door guarded by security lasers; you'll be coming back here in a moment. Head downstairs to the control room and use the controls on the console to deactivate the lasers and open the door upstairs. Head back there, go through the door and find the elevator in the next area. Entering the elevator will complete this mission.

Mission 25: The Platinum War

Gold Target 400,000
Platinum Challenge Neutralize the bomb in less than 2:15

Objective: ***Neutralize the bomb under the Kremlin***

Drive your tank through the streets toward the Kremlin, using the main cannon and Nano Shells to take out the obstacles in your way. Target the arches above the enemy tanks in the street to easily destroy them (and earn Bond Moments). When you reach the Kremlin, drive into the tunnel system below. Watch for the branching tunnel to the left and follow it to find the bomb. Target the platform underneath the bomb with Nano Shells to destroy it.

Objective: ***Use Nano Shells on underground pillars***
Objective: ***Prevent tanks from penetrating Kremlin wall***

Return to the main tunnel and continue to the large, open area beneath Red Square. Hit the pillars with Nano shells to weaken them. Return to the surface and enter Red Square. Use Nano Shells on the helicopter carrying the statue. The ground will collapse, burying the enemy tanks and finishing the mission.

Mission 26: Dangerous Descent

Gold Target 300,000
Platinum Challenge Take 100 damage or less

Objective: ***Reactivate lift***

Before rappelling down the lift shaft, find the rocket launcher near the stacks of crates. On the way down the shaft, you'll need it to take out the automated sentry guns in the walls. At the bottom, when the lift platform stops, find the two lift controls in the adjacent room and use them to reactivate the lift. Use your Q-Spider to detonate near a group of guards to earn a Bond Moment

Objective: ***Shoot out the brake controls***

Take out the enemy soldiers, and then use Bond sense to destroy the brake control panels at the corners of the lift.

Objective: ***Disable Jaws' flamethrower***

Stay crouched and behind cover to avoid the flamethrower's long reach. When Jaws turns around to fiddle with the flamethrower, target the fuel tanks on his back to damage him. After a couple of hits, he'll begin firing explosive rounds. Keep moving to avoid them. Run to the plane's cockpit after defeating Jaws to survive the falling lift.

Mission 27: Red Underground

Gold Target 425,000
Platinum Challenge Fire 10 rounds or less

Objective: ***Find a way out of the shaft***

Use the rappel gun to reach the opening in the wall and escape the lift shaft. You'll enter the tank hangar. Use the network tap to take control of the tank on the ground level, then use it to cause as much destruction as possible before the rocket launcher guards destroy it. You'll also earn a Bond Moment for using the tap to control the tanks.

Objective: ***Locate the tank hangar exit***

The staircase leading to the exit is in the far left of the hangar. Watch out for the rocket launcher and sniper guards in the bunkers on the far wall. Use the tanks to take them out, or find the sniper rifle in the area and use that. You'll come up against enemies wearing nano suits in this area. Use cover and wait for them to fire (which disables their cloak), then return fire to defeat them. Activating thermal vision will allow you to see these enemies even while cloaked. Find the lift and take it up to the catwalks over the hangar.

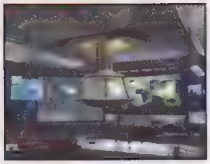
Objective: ***Lower bridge***

Enter the control booth in the center of the hangar to find the controls to lower the bridge. In this area, if you shoot an enemy so he falls over the side of the catwalk, you'll earn a Bond Moment. Exit the hangar (and finish the stage) by running across the bridge and using the control panel there to open the bay doors.

Mission 28: The Final Card

Gold Target 325,000
Platinum Challenge Take 100 damage or less

Objectives: ***Use the network tap on the turret***



When the defense turrets drop down from the ceiling, get behind one (you'll need to be able to see the red light) and hit it with a network tap to take control. Fire a missile at Diavolo's control booth. Take out the other defense turret using the controlled turret to earn a Bond Moment.

Objective: ***Disable four missile silo exhaust vents***

The first two vent control panels are on the platform at the back of the room (you should already be near them). Go down the stairs to the lower section of the room and head right to find the third control, then go straight across the lower section and through the doors to find the last vent control.

Objective: ***Clear obstruction from override module***
Objective: ***Escape through main entrance***

The last exhaust vent is blocked. In the room with the control panel, find the vent shaft in the wall and send a Q-spider into it. At the end of the shaft, you'll see a wrench lodged against the mechanism. Return through the main room and exit through the doors near where the stage started. You'll face more cloaked enemies, so use thermal vision to easily spot and defeat them on the way to the exit.

Objective: ***Destroy Diavolo's hoverjet***

Use the rocket launcher to target both sets of missiles under the hoverjet's wings, then deploy the nano bomb under the main fuselage. Use the crates for cover from the jet's machine guns and keep moving to avoid its missile barrages.

Mission 29: Everything or Nothing

Gold Target 450,000
Platinum Challenge Complete the mission in 3:00

Objective: ***Find the launch area***
Objective: ***Defeat the rocket launcher guard***

Fight through the tunnels and rooms until you reach the main supply area. The rocket launcher guard is standing on top of some crates as you enter the room. Take him out quickly. Make your way through the warehouse area. It's filled with enemies, and they come from all directions. Go slowly and search the area thoroughly; there are several armor vests to be found here. Just past the warehouse area, you'll find a large red door—this leads into the launch area.

Objective: ***Defeat Diavolo***
Objective: ***Reach the turret and avoid the exhaust***
Objective: ***Destroy the missile***

Use your rocket launcher to destroy Diavolo's control room. Keep moving to avoid the missiles he fires at you. Run past the missile launch site (be careful to avoid the flame jets) and into the tunnel leading to the turret. You'll take control of the turret automatically upon entering the bunker. Use the turret to shoot down the missile before it launches to finish the mission and complete the game!

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TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID®

THE TWIN SNAKES

by Jason Wilson

Six long years have passed since the original PlayStation release of *Metal Gear Solid* took the world by storm. Completely redone with updated graphics and new cutscenes, *The Twin Snakes* pays homage to one of most intense and heart-pounding games of all time by updating the PS one classic with the sleek look and additional moves of *Metal Gear Solid 2: Sons of Liberty*. This detailed strategy guide will take you through the course of the game and reveal some intricate secrets that Konami may not want you to know!

ITEMS

Scope
Available from the beginning of the game, military binoculars allowing long-distance reconnaissance. Zoom in by pressing the B button, zoom out by pressing X.

Digital Camera
Earned after finishing the game the first time. Allows you to take digital photographs of your surroundings and save them to your memory card.

Night Vision Goggles
Implemented for night vision use only; electronically amplifies dim light for proper visualization. Works well in caves.

Thermal Goggles
Visualizes heat source distribution. Also reveals hidden Claymore Mines.

SOCOM Suppressor
A silencer for the SOCOM pistol.

Cardboard Boxes A-C
These can be used to hide from approaching enemy soldiers and—more importantly—to draw Meryl closer to Snake. Can also be used to transport Snake to the Heliport, Nuke Building or Snowfield by hiding in vehicles.

Cigarettes
Highly addictive and hazardous to Snake's health, these can be used to detect infrared laser beams.

Security Cards 1-7
These security level cards can be used on doors that are less than or equal to that card's security level. To see what security level you need to enter a particular door, switch to first-person mode and check the number that is displayed near the door.

Gas Mask
Located near Dr. Emmerich's holding facility; reduces speed of oxygen gauge in poison gas environments.

Rations
Restores valuable energy. Life automatically recovers when down to zero if equipped.

Stealth
Allows you to go unseen by enemies and undetected by surveillance cameras. However, in the caves, Alaskan wolves will still be able to smell your sweat and initiate an attack.

Medicine
During the game, Snake becomes sick and develops a cold. Use this cold medicine to keep him from sneezing, which will otherwise alert the enemy to your presence.

Dog Tags
Select "Special" from the title screen and enter Dog Tag Viewer mode to look at dog tags you've obtained from defeated enemies.

Pentazemin
To avoid involuntary movement when in sniper mode, take one of these to maintain a clear shot. The proper name for this antidepressant is Benzodiazepine.

AP Sensor
Sensor detecting life-forms. Rumbles on enemy approach.

Body Armor
Bulletproof vest made of special fibers. When equipped, damage incurred is reduced by half.

Bandage
Absorbent pads to stop blood loss when injured.

Bandana
Solid Snake's bandana. Earned after completing the game once.

Rope
Long, durable rope made from nylon fibers. Used to scurry down the Communication Tower when avoiding Liquid Snake.

Mine Detector
Chemically detects mines. When equipped, this displays all Claymore Mines on the screen with yellow dots.

Ketchup
When equipped, this common household substance can trick the guard in the Medical Room into believing you are dead.

Handkerchief
Sniper Wolf's scarf; you'll pick it up after your first showdown with this deadly assassin.

Time Bomb
After being captured by Sniper Wolf, Revolver Ocelot places this among Snake's items. Throw this item away if you see it in your inventory!

PAL Key Card
You will need to change this into three different shapes to override the Metal Gear itself.

WEAPONS

PSG1
This sniper rifle automatically lets Snake go into "sniper" mode, allowing for the slaughter of enemies at key distances. Zoom in with the **B** button, zoom out with **X**.

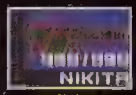
PSG1-T
Same as the PSG1, but with tranquilizer darts instead of bullets as ammunition.

Chaff Grenade
Disables all electronic devices for a brief period of time. Best used to defeat enemy tanks and confuse surveillance cameras.

FAMAS
Assault rifle that eliminates enemies quickly. Holding down the **A** button will enable rapid fire for each 25-round clip. Press the **Y** button for safety.

Stun Grenade
Unleashes a bright strobe light that briefly confuses all enemies in the surrounding area.

Claymore Mine
Very dangerous anti-personnel land mine with front sensor. These can be collected if Snake crawls towards them, but only if Snake places them himself.



Nikita
This remote-controlled missile can be sent in any direction by using the analog stick. To view Nikita's upcoming targets, simply switch to first-person mode.

C4
This plastic explosive with remote detonator can be used to set up key strikes on your enemy; it also works well for destroying walls.

Stinger Missile
A radar tracking device allows you to keep tabs on this useful weapon, which is best suited for air attacks.

Frag Grenade
This will explode about five seconds after you hurl it at your enemies. Careful positioning is vital for a grenade to be effective.

SOCOM Pistol
A semi-automatic pistol; slow, but effective. It allows only 12 rounds per magazine. Suppressor can be attached.

M9
Tranquilizer with suppressor. Equipped with laser pointer.

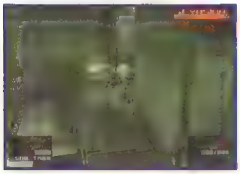
Magazine
Empty magazine that has no use except for tossing from afar. Depending on how long the **A** button is pressed, the distance will vary.

Book
Publication with adult-oriented material (girly photos and interesting columns). Press the **A** button to set. Used to distract guards.

USEFUL TECHNIQUES

Knock on Wall

This will cause an enemy to come toward the area of the noise. When standing with your back to a wall or other large surface, hold **Down** on the analog stick and press the **B** button.

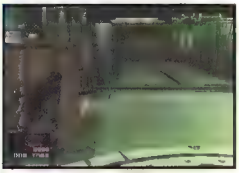


Stealth Attack

Sneak up behind your enemy (away from his or her line of vision), leave the analog stick in a neutral position and press the **Y** button rapidly to snap the enemy's neck. You will usually obtain ammunition or rations after doing this. To perform an over-the-shoulder throw, point the analog stick in any direction and press the **Y** button.

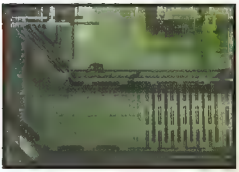
First-Person View

Press **Z** to switch to a first-person perspective. This is highly useful for reading the security level number that appears on certain doors. It also allows you to locate enemies from afar with increased vision and a greater technique in completing tasks in certain areas. Using the SOCOM with Suppressor in first-person view is vital to completing certain areas without being discovered.



Lean Against Object

To see around corners, hold any direction on the analog stick when you're right up against a large surface such as a wall or tank.



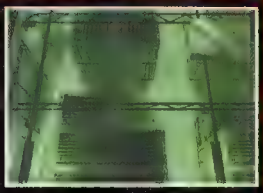
Hang/Climb on Railing

Press **Down** on the analog stick and the **Y** button when close to any railing. Move the stick **Left** or **Right** to move across the rail. You have a limited "grip" meter when shimmying along, so be careful!

WALKTHROUGH

Dock

The game begins with Campbell notifying you to rescue the Darpa Chief...and warning you of a cargo elevator that will pass by very soon. If you played the original *Metal Gear Solid*, you will realize almost immediately that enemy awareness has increased dramatically in this remake. The enemies' sight, hearing and patrolling patterns have all been improved, so you'll need to be extra careful when maneuvering through each area. First, get the rations in the far right corner and at the bottom of the area, near the water. Crawl under the pipe to advance toward the elevator. If the enemy sees you, jump in the water to avoid him. Be sure to tiptoe in the areas where there are puddles to keep from making loud noises. Head for the cargo elevator when it's ready.



Heliport

Using your Binoculars, you'll be able to see where the enemies are located on this base. Watch out for the spotlights in the middle of the screen. The guards will be alerted if you are seen. A pack of rations can be found to the right of the stairs. Leaving footprints in the snow will alert enemy soldiers to your presence, and you will be followed. Head for the truck to get your first weapon, a SOCOM pistol. Stun Grenades are located in a room to the left of the truck, but a surveillance camera will catch you if you're not careful. You can either proceed to the top of the staircase to take the high route inside, or crawl into the air duct at the bottom of the Heliport to take the low route.

Tank Hangar

Not much to do here except crawl through to an open space. At this point you'll receive a call from Master, a former drill instructor and colleague. Crawl through until you reach an open crawl space (if you took the low route) or when you come across a gaping hole from the top. You should find a ladder that leads into the hangar. Campbell will then notify you to look for the cargo elevator on the the 1st Floor. Proceed to the 1st Floor in your quest to find the Darpa Chief.

Cell

Lean against the wall and look at the green dot on the radar to determine the Darpa chief's whereabouts. Climb the ladder at the bottom right corner of the map and nudge through the crawl space. You'll see a woman locked in a cell before you come in contact with the Darpa Chief. The Chief will notify you of the new information about "Metal Gear," after which he will have...er, let's just call it an interesting experience. Now your objective is to locate Kenneth Baker, Armstech President. (He can be found in the second level of the basement.) But first, upon leaving the DARPA chief's cell, a masked girl will appear along with numerous soldiers. Use your SOCOM pistol to take them out, then proceed to Basement Level 2. You will now have obtained Security Card Level 1.

Armory

Use the Security Card to open the second barricade and obtain the C4 Plastic Explosives. You should notice two blue-colored walls on the top left and top right corners of the Armory, and one at the bottom left corner as well. The top two will open up pathways that lead to Chaff and Stun Grenades and a refill of C4 Plastic Explosives. It's important to move swiftly through the Armory; trap doors can pop up out of nowhere, ending your game.

Armory Underground

Using the C4 on the bottom left corner wall will lead you to Baker. It is vital that you use the C4 on the blue wall that faces north. If you use it on the one leading to the east, you'll be obliterated the moment you walk in the door. Baker is still intact when you find him, but he's surrounded by a plethora of trip wires that can blow him to oblivion. You must defeat the eccentric Revolver Ocelot to rescue Baker.

BOSS: Revolver Ocelot

Lots of running is involved here; you must also be careful not to hit Baker with your pistol or step on any of the trip wires. Revolver only has six shots before he must reload, but his aim is deadly. Cut him off at the corners and be on the offensive; you should be able to wear him down. After this battle, a mysterious character will appear from the shadows. Ocelot will give him a hand, leaving Baker alone with Snake. After another attack, the other hostage succumbs—Snake will then understand the point of Metal Gear being ready to launch. You will now have obtained Security Card Level 2.

Armory

Your mission now involves getting in touch with Meryl and rescuing Dr. Emmerich. Re-enter the Armory and enter all of the doors that your new Security Card gives you access to. The furthest barrack in the bottom right corner will have unseen infrared lasers. Crawl under them to obtain the FAMAS and ammo there. Next, contact Meryl at frequency 140.15. She will give you some new information that contradicts the Colonel's previous testimony.

Tank Hangar

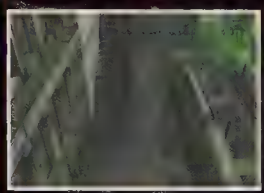
After informing Snake of Emmerich's location, Meryl will unlock the Level 5 Cargo Door on the 1st Floor in the Tank Hangar. You'll need to locate a Mine Detector before proceeding. Search the 2nd Floor of the first level of the Tank Hangar. Cardboard Box A is located up there as well. Use your cigarette smoke to see the infrared rays that move vertically. Stay to the right and hide behind each wall, waiting patiently for each ray to move back up to a safe vertical position in order for you to pass. Enemies in this area are very aware of the sounds of Snake going up and down the stairs and along the metal walkway. If you see them heading your way, switch to first-person view and take them out with your SOCOM with Suppressor attached. The Suppressor is located in the furthest door to the right next to the Cargo Door. There is absolutely no way out of the cargo room if one of the sensors is touched accidentally.

Canyon

You'll need to equip the Mine Detector to locate the Claymore Mines, which are displayed as yellow dots on your radar. You can crawl toward the mines and place them in your inventory. "Deepthroat" (frequency 140.48) warns you of the mines in the vicinity.

BOSS: Tank (Raven Vulcan)

This tank is not too difficult to defeat. Simply throw a Chaff Grenade to move closer to the tank, disabling its main gun, then throw regular Grenades inside the tank a few times to annihilate it. If you need energy, there are rations surrounding the top portion of the screen. After the demise of the tank, Raven Vulcan will immediately notify his superior that Snake is not one to be messed with.

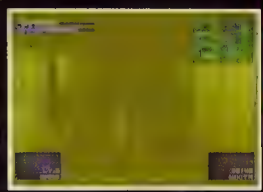


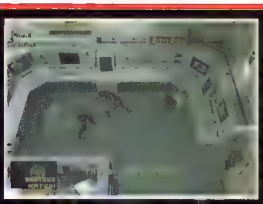
Nuke Building (1st Floor)

After destroying the tank, make your way toward the Nuke Building in order to find Dr. Emmerich. You already should have contacted Natasha at frequency 141.52 for information about any special weapons that you need to know of. You'll also be using the Level 3 Security Card that you obtained when you defeated Raven Vulcan. Crawl under the pathway to enter the 1st Floor level. Stay very quiet, as the enemies in this area are very alert. Ammunition will be spread throughout your surroundings. You will be unable to use your weapons on this floor due to the nuclear warheads that are stored here. Make your way up the stairs near the bottom left corner of the map. Head for the elevator and proceed to the 1st Floor basement, then enter the Level 3 security door and receive a Nikita Launcher.

Nuke Building Basement (2nd Floor)

Moving to the right will show you the cell where Dr. Emmerich is being held captive. Go down through the doors. The electrified floor will startle you, and "Deepthroat" will notify you that you need to find a way to destroy the switchboard on the northwest part of the map. Use a Nikita missile and carefully steer it to hit the panel. Move to the third room from the starting point of the electric floor to obtain the Gas Mask. Proceed to the left, using a Chaff Grenade to avoid the surveillance cameras; you'll find rations and more ammunition. Next, head back toward the bottom right corner of the screen, following your map to where Dr. Emmerich is being held. You will hear an array of screams—what could have taken place? A grisly sight awaits you as you approach the severed Level 4 security door....



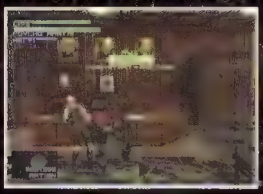


Boss: Cyborg Ninja

The mysterious Ninja who hacked Revolver Ocelot is back with a new cybernetic outfit. No weapon can harm this freak; you'll need to punch him after he has finished his three-flip technique. Continue dodging his array of moves and use your B button to get in close for a combo. After the ninja has lost nearly 75% of his life bar, he will be invulnerable to all attacks. You will need to use your Chaff Grenades to stun him, then use the B button once again to perform a combo on him. Finally, use your FAMAS assault rifle to destroy him completely. If you need to regain some health, shoot the Mario toy in the upper right section of the room while in first-person view.

Finding Meryl

After rescuing Dr. Emmerich from the Cyborg Ninja, your next mission is to find Meryl and destroy Metal Gear once and for all. Contact Emmerich at frequency 141.12; he will tell you the locations of various weapons and other items hidden around the base. Meryl is disguised as a guard lurking in the first level of the basement in the Nuke Building. You can get close to her by disguising yourself as a cardboard box or by sneaking up on her. You can distinguish Meryl from the other guards by the way she wiggles her butt. You will also locate Cardboard Box B in this area.



Nuke Building Basement Level 1

Upon following Meryl into the ladies' room, you will then be able to head for the Commander's room to get to the underground base. At this point, you will have Security Card Level Five. Notice that Meryl is beginning to act strangely. Is she in love with Snake, or is she trying to kill him? You must find a way to stop Meryl without using your weapon. Perform a three-hit-combo to daze her.

Boss: Psycho Mantis

The man who reads your mind can read your controller as well. How can you defeat a foe who seems to know what you're going to do even before you do it? Believe it or not, the simplest way to counter Psycho Mantis and his telepathic powers is to plug your controller into the Player 2 port on the GameCube! If you do this, you'll have a fair fight because Mantis will not be able to telegraph your movements. This boss plays a very aggressive game; he will attack you with various objects that are lying around the room. Your best bet is to stay on the far left side of the screen when he goes into his "chair attack." Use your FAMAS assault rifle to destroy Mantis from the side, shooting him as his shadow moves vertically up and down the screen. When Mantis begins to go into his second pattern of throwing objects, stand in the middle of the screen, aim your FAMAS assault rifle directly at him, knock him out of his position and dodge the object. If Psycho Mantis figures out that he can't read your mind, the screen will pause for a moment and the name "Hideo" will appear in the top right corner of the screen. Quickly change controller ports again (plug it into port 3 or 4) or else Psycho Mantis will be impossible to stop. After depleting more than 75% of Psycho Mantis' life force, he will take control of Meryl once again. Be sure to put away your weapon and use an over-the-shoulder throw or three-hit-combo to daze Meryl once and for all.

Cave

Your objective now is to make your way through the maze-like caves and get to the Communication Tower. Your radar won't help you in this level; you'll need your Night Vision Goggles to be able to move around. To the right from your starting position, you'll find a box of rations; from here you can also see Meryl waiting in the distance for your arrival through the hole in the cave. Unfortunately, you must find an alternate route to catch up with her. Proceed to crawl under the cave to your left, avoiding the wolves. Your weapons will be useless, so hit them and run away while they're momentarily dazed. Move to your right and switch to first-person mode; you will be able to view the passageways that you must crawl under to get to the other side. A complete replenishment of items—including ammo and rations—is available here as well. From this point, crawl up to the right to reach the door. You'll find Meryl with a wolf puppy and another wolf who will take a liking to you. If you attack Meryl, then quickly equip the cardboard box, the puppy will urinate on the box—now you have the wolf scent, and the wolves will leave you alone until you exit the caves!

Boss: Sniper Wolf

After Snake walks into the underground passage and follows Meryl's footprints to safety, Meryl will be ambushed by Sniper Wolf. The only way to defeat her is to retreat back to the Armory in Basement Level 2 of the Tank Hangar and get a Sniper Rifle. (Use your stinky cardboard box to avoid the wolves in the caves with ease.) Remember to use your Mine Detector when backtracking through the Canyon. You can also choose to enter a truck inside the Nuke Building and equip Cardboard Box A, which will take you back to the Heliport.

There are now cameras installed and more mines in the snow than ever. After returning into the Underground Passage, you can crawl toward the wall on the right side to pick up the Claymore Mines on the ground, then proceed to aim from the bottom right side of the screen. Take the Pentazemin to avoid unnecessary shaking, which may occur during this battle. Watch Wolf's movements as she tries to stay hidden behind pillars on the tops of the tower and nail her when she emerges. If you are hit, you'll need to crawl once again into a position that will allow you to aim properly. Ammunition is readily available on both ends of the screen in case you run dry. Make sure that your remaining rations are equipped close to you in case you get hit.

Medical Room

You've been captured by the enemy and all of your items and weapons have been confiscated—now it's time to face the terrors of Revolver Ocelot's torture chamber. Do NOT press the **START** button to submit unless you want to finish the game with Otacon's ending. After two doses of torture, the guard on duty will suddenly become sick and run to the lavatory. At this point, Otacon will meet you at your holding cell in stealth mode. He will give you a bottle of ketchup and the scarf of Sniper Wolf. There are two ways to escape from the cell. If you hide under the bed, the guard will think you've escaped and enter the cell to search it. Alternately, if you equip the ketchup and spread it over your body, the guard will think you've been injured and enter the cell to check on you. Either way, take advantage of the opportunity to knock him unconscious and walk out the open door. Proceed to the door on the left side that uses Card 6. Inside, you'll find a box with all of the items that Revolver Ocelot confiscated during your capture. Throw a Chaff Grenade to disable the camera, then return to the Underground Passage where you battled Sniper Wolf. Go to Basement Level 1 of the Nuke Building and enter a Card 6 security door to grab the Medicine; you'll need it to combat a cold later in the game.

Communication Tower A and Walkway

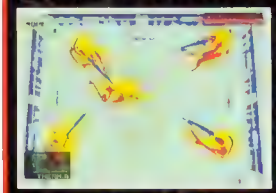
After passing through the Underground Passage near the caves, proceed to the Card 6 security door. Grab the ammunition and head down the passageway to the next security door. No matter what you do, you will trigger an alarm that alerts every enemy in the tower to your presence. Use Stun Grenades to control the baddies for short periods of time, then take them out with the FAMAS. Be sure to pick up the camera here as well. Upon reaching the top of the tower, you will reach a well-guarded walkway; the attackers here can only be taken out with Nikita Missiles from a distance. Eliminate them, then proceed to the edge of the building. You will be confronted by Liquid Snake in a Hind chopper. Use your rope to climb down the building, avoiding the steam that is released from the ducts. Upon landing, use your Nikita Missiles to ambush the guards that will attack you at the end of the long corridor. Go into the door that leads to Communication Tower and get the Stinger Missile for the upcoming battle with the Hind.

Communication Tower B

After travelling a short distance, you'll find that the elevator is broken. Proceed down the long, winding stairway and you will come across a broken set of stairs. Campbell will notify you to use the broken elevator. Otacon will appear at the elevator back at the top of the stairs. He will then try to fix the elevator for you while you go back to the roof of Communication Tower B to fight Liquid Snake in the Hind. Use your Chaff Grenade to disable the cameras that are placed along the walls of the stairway. Pick up the rations and Stinger Missile ammo before heading up the ladder.

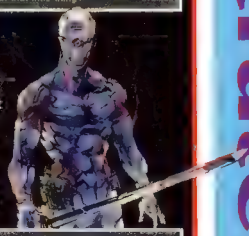
BOSS: Liquid Snake

Your first battle with Liquid Snake is a long, tough one. Don't waste any of your Stinger Missiles—you'll need plenty of them to defeat the Hind. The middle barricade will be your lifeline during this battle. Watch your radar as the Hind goes from Red ("attack" mode) to Pink ("leisure" mode). When the indicator is pink, go to the edge of the roof where the Hind is located, equip the Stinger (making sure it's locked on), then immediately change weapons in order to run behind the barricade and avoid the bullets. After eliminating about 25% of the Hind's life bar, Liquid Snake will change his pattern: He'll hide under the building, then suddenly appear with a spray of bullets. Don't panic! Simply go out into the open and aim your Stinger Missile at the ground, following the Hind as it moves. Fire as soon as you can see the chopper in the sky. Repeat this pattern and you should be able to defeat the Hind without a scratch.



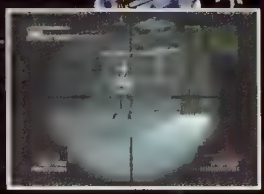
Broken Elevator?

Proceed to the broken elevator. Otacon will notify you that four optic camouflage suits were stolen from the lab...and the thieves are closer than you think! Switch to your Thermal Goggles for a better view and nail them with your FAMAS assault rifle. Go into the door marked Security Level 6 and use a Chaff Grenade immediately upon entering. Now head back through the final Card 6 security door into the snowfield.



BOSS: Sniper Wolf

She's back! This time you can defeat her two ways. You can pick a safe spot on the far left side of the snowfield and pick her off with Nikita Missiles, guiding them to her one at a time, or—to make more efficient use of your time—you can use a combination of your Pentazemin and standard Sniper Rifle. Hide in the bottom left corner of the first tree you see to avoid being ambushed. After taking her out with a few shots, place her handkerchief on her head and proceed to the barracks that surround the snowfield. Here you can acquire rations, Cardboard Box C, Grenades and ammunition for all your weaponry. Upon entering the warehouse, use Chaff Grenades to disable the cameras.

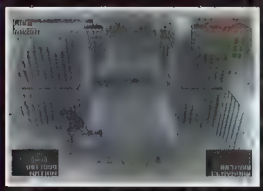


Blast Furnace

After entering the building and proceeding toward the stairs, you'll need to gather the implements surrounding the area, avoid the guards and head for the wall on the left side, toward a moving pillar. You must lean up against the wall, moving very carefully, and duck beneath the pillar as it passes you. If you stand up, you'll be knocked into a pit of steaming heat. Continue to move along the wall and continue to the bottom floor, into the steam room. Grab the sets of Nikita and PSG ammo and avoid the blasts that protrude from the walls. Cameras are placed throughout the area. Use your Chaff Grenades to run past them with ease.

Cargo Elevator

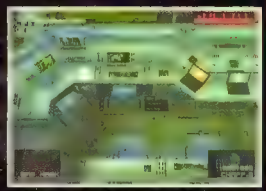
Heading into the depths of the Metal Gear base can be a bit scary. Just when all is quiet and you're minding your own business, an ambush of evil henchmen invades your elevator! Take them out with your FAMAS assault rifle and move in a circular motion to avoid their sprays of bullets. At the end of a long route, ravens begin to fly about the cavern, where it has become quite cold. Having your rations equipped will keep them from becoming frozen as you head for the doorway, grabbing C4, Nikita ammo and more rations along the way. Before entering the second cargo elevator, you will need to crawl towards it; Claymore Mines are hidden on the floor and your Mine Detector will not detect them.



Boss: Raven Vulcan

Raven Vulcan is huge, agile and intelligent—fortunately, he's not too quick. There are many ways to defeat this boss. A combination of C4, Claymores and Nikita Missiles works wonders against him. Raven will attempt to locate you with his incredible range of vision, then mow you down completely. You'll need to anticipate his moves, then sneak a Nikita Missile behind him. If it's in his line of vision, he'll destroy it. Setting Claymore Mines around the various pathways will eventually trap Raven Vulcan; you can literally sit in one spot and smoke a cigarette while Vulcan is being manhandled. There are two sets of rations in this maze of corridors; one is on the bottom right upon entry, the other is on the left side of the maze. If you take too long to destroy Vulcan, he will begin to block off the maze by barricading certain passageways. Keep using a combination of Nikita Missiles from his blind-side and well-set Claymore Mines and you'll win with ease. You should now have Security Card Level 7. If you return to the snowfield and enter the warehouse with the Level 7 Security Door, you'll get a ton of Stinger ammo...but you really don't need to waste all of your valuable time to do so.

Underground Base



Walk fast upon entering. Traps are set conveniently next to items. Put on your Night Vision or Thermal Goggles to get a better view of the surroundings. Make sure that you have plenty of Chaff Grenades to disable the cameras surrounding the base. Take the ladder up the stairs, proceed down, then up toward the next metal ladder, picking up rations and Stinger Missile ammo on the way. You will approach the meeting room where Revolver Ocelot and Liquid Snake are discussing the details of the launch of Metal Gear. Unfortunately, after a confrontation you will lose the PAL Key; it ends up in the sewer below. You'll have to return to the beginning of the Underground Base and crawl along the outskirts of the sewer to locate the PAL Key, avoiding the hidden mines. Keep an eye out for a mouse that may take your PAL Key and swallow it! Return to the computer room—using a Chaff Grenade to avoid the cameras inside—and insert the PAL Key in the first computer. Be patient; this section is very tedious and you'll need to do quite a bit of backtracking. You will then need to change the shape of the PAL Key. Head back to Vulcan Raven's lair—when the color of the card changes to blue, go all the way back to the computer room and insert the card into the middle computer terminal. Proceed all the way back to the Blast Furnace to heat the card. After it turns red (it will turn yellow first), head back to the computer room and insert the card into the last terminal.

Boss: Metal Gear Rex

To your dismay, you have now *launched* the Metal Gear instead of disabling it! As enormous as it is, Metal Gear Rex has weaknesses. Only gather the Stinger Missile ammunition if you are in dire need. Rex will attempt to shoot at you with a barrage of gunfire, a blue laser, then missiles. Move forward as soon as you see the missiles headed your way. Lock on your Stinger Missile and repeat. Hiding behind objects is useless, as the missiles will seek you out completely. After a dramatic interlude, you will battle the Rex in a second wave of attacks. Repeat the pattern of walking forward while standing close to the Rex, then locking your Stinger Missile onto its nose to destroy the Metal Gear once and for all.

Final Boss: Liquid Snake

No weapons, no items, no rations. Just one-on-one, hand-to-hand combat to the death. You have approximately two-and-a-half minutes to kill Liquid Snake. Try to stay in the middle of the path to block him from scurrying off to the sides. Hit him two times with your combo move, then chase after him. If he ducks the first punch, get out of the way and let him take a swing, then hit him with a combo attack once again. When half of his energy is depleted, he will also unveil a series of punches that can obliterate your life bar in a jiffy. Smack Liquid Snake one punch at a time with a slight pause in between punches, taking a step towards him after each successful blow; he will not be able to figure out how to stop this pattern and will soon succumb to the wrath of Snake.

Escape Route

Grab all the rations you see and head for the jeep. The ending you'll get is determined by the character who joins you at this point (Otacon or Meryl). Before getting in the jeep, kill the guard who is positioned at the bottom near the barrels to avoid major conflict later. Jump in the jeep and use the machine gun to wipe out the remaining guards. Enter first-person mode to get a closer view of your surroundings and shoot enemies from left to right at the well-guarded gates, then shoot the doorway to the left to open a new path. After all is done, one of your greatest enemies will reappear for the last time, weaving a jeep left and right and bombarding you with bullets. Keep your perspective and nail him as he sways back and forth, then enter the daylight for one of two amazing ending sequences!

SECRETS AND GOODIES

To maximize replay value, this section will give you details on some of the goodies and secrets in Metal Gear Solid: The Twin Snakes.

Unlockable Features

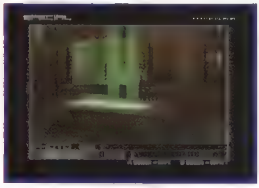
After completing the game, you will unlock extra features as follows:

- Complete the game once to unlock Snake's Bandana, the Camera and Extreme Difficulty mode.
- Complete the game twice to unlock the Stealth and Snake's Tuxedo.
- Complete the game three times at any difficulty level to change the ending song to the theme of *Metal Gear Solid*.
- Complete the game once with Meryl's ending (don't submit at the torture chamber) to unlock the Meryl Demo.
- Complete the game twice with Meryl's ending to unlock Meryl's Costume.
- Complete the game once with Otacon's ending (submit at the torture chamber) to unlock the Otacon Demo.
- Complete the game twice with Otacon's ending to unlock Otacon's Costume.

Quick Access to Areas Around the Base

Notice that the three cardboard boxes in your inventory are marked "Heliport," "Snowfield" and "Nuke Building." You can "warp" to each of these locations by entering a cargo truck and placing the appropriate box over your head. A few seconds later, a guard will transport you to the destination marked on the box you chose!

Ghosts!

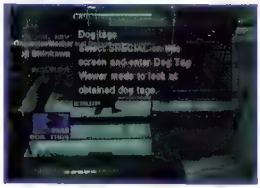


Using the Camera in certain locations may conjure up a ghostly image of one of the development team members. Photos will take up two spaces in your memory card; you can view them by choosing the "Special" option from the main menu.

Shoot Mario!

When fighting the Ninja, go to the top right corner of the area, enter first-person view and shoot the Mario figure to replenish your health! You can also shoot the Yoshi figure next to it if you wish to hear the classic sounds of Yoshi's voice.

Dog Tags



After smacking around certain genome soldiers (such as Liquid Snake), you can pick up their dog tags and view their personal information by choosing the "Special" option from the main menu.

Telepathy

Psycho Mantis knows more about you than you think. Before your battle with him in the Commander's Room of Nuke Building Basement Level 1, Mantis will unveil his psychic abilities, telling you if you are a brave warrior or a fool for not saving your game very often. If you have save files for certain Nintendo games on your memory card (including *Eternal Darkness*, *Super Mario Sunshine*, *The Legend of Zelda: The Wind Waker* and *Super Smash Bros. Melee*), Mantis will tell you exactly what type of games you like to play.

Mei Ling's Tongue

To get Mei Ling to make funny facial expressions, call her on your CoDec transmitter (frequency 140.96) and don't save your game. Do this three times and she will stick her tongue out at you.

ENDING RATINGS

Finishing the game at any difficulty level will reveal the "Extreme" difficulty setting. Each of the four difficulty settings will give you specific ratings; below is a chart that shows how to achieve each of them.

Rank 1

- Finished game in three hours or less
- Killed no more than 25 enemies
- Used no more than one ration
- Discovered by enemy no more than four times
- Saved game less than 80 times
- Used no continues

Easy Ranking—HOUND
Normal Ranking—DOBERMAN
Hard Ranking—FOX
Extreme Ranking—BIG BOSS

Rank 2

- Finished game in two-and-a-half hours or less
- Killed less than 250 enemies
- Used less than 130 rations
- Discovered by enemy less than 30 times
- Saved game less than 80 times

Easy Ranking—PIGEON
Normal Ranking—FALCON
Hard Ranking—HAWK
Extreme Ranking—EAGLE

Rank 3

- Finished game in less than 18 hours
- Killed at least 250 enemies
- Used less than 130 rations
- Discovered by enemy less than 30 times
- Saved game less than 80 times

Easy Ranking—PIRANHA
Normal Ranking—SHARK
Hard Ranking—JAWS
Extreme Ranking—ORCA

Rank 4

- Finished game in less than 18 hours
- Killed any number of enemies
- Used 130 rations or more
- Discovered by enemy less than 30 times
- Saved game less than 80 times

Easy Ranking—PIG
Normal Ranking—ELEPHANT
Hard Ranking—MAMMOTH
Extreme Ranking—WHALE

Rank 5

- Finished game in less than 18 hours
- Killed any number of enemies
- Used any number of rations
- Discovered by enemy less than 30 times
- Saved game 80 times or more

Easy Ranking—CAT
Normal Ranking—DEER
Hard Ranking—ZEBRA
Extreme Ranking—HIPPO

Rank 6

- Finished game in 18 hours or more
- Killed any number of enemies
- Used any number of rations
- Discovered by enemy less than 30 times
- Saved game any number of times

Easy Ranking—KOALA
Normal Ranking—CAPIBARA
Hard Ranking—SLOTH
Extreme Ranking—GIANT PANDA

Rank 7

- Killed any number of enemies
- Discovered by enemy less than 30 times
- Satisfy any two of the following three conditions:

1) Finished game in 18 hours or more
2) Used 130 rations or more
3) Saved game 80 times or more

Easy Ranking—CHICKEN
Normal Ranking—MOUSE
Hard Ranking—RABBIT
Extreme Ranking—OSTRICH

Rank 8

- Discovered by enemy less than 30 times
- Killed less than eight enemies

Easy Ranking—PUMA
Normal Ranking—LEOPARD
Hard Ranking—PANTHER
Extreme Ranking—JAGUAR

Rank 9

- Satisfy either of the following two conditions:

1) Discovered by enemy between 30 and 54 times, killed less than eight enemies
2) Discovered by enemy 55 times or more, killed less than four enemies

Easy Ranking—KOMODO DRAGON
Normal Ranking—IGUANA
Hard Ranking—ALLIGATOR
Extreme Ranking—CROCODILE

Rank 10

- Satisfy any one of the following three conditions:

1) Discovered by enemy less than 30 times, killed between eight and 19 enemies
2) Discovered by enemy between 30 and 54 times, killed between eight and 15 enemies
3) Discovered by enemy 55 times or more, killed between four and 15 enemies

Easy Ranking—MONGOOSE
Normal Ranking—HYENA
Hard Ranking—JACKAL
Extreme Ranking—TASMANIAN DEVIL

Rank 11

- Satisfy either of the following two conditions:

1) Discovered by enemy less than 30 times, killed 20 enemies or more
2) Discovered by enemy between 30 and 54 times, killed between 16 and 19 enemies

Easy Ranking—SPIDER
Normal Ranking—TARANTULA
Hard Ranking—CENTIPEDE
Extreme Ranking—SCORPION

Rank 12

- Satisfy either of the following two conditions:

1) Discovered by enemy between 30 and 54 times, killed 20 enemies or more
2) Discovered by enemy 55 times or more, killed 16 enemies or more

Easy Ranking—FLYING SQUIRREL
Normal Ranking—BAT
Hard Ranking—FLYING FOX
Extreme Ranking—NIGHT OWL

WIN RESIDENT EVIL OUTBREAK PRIZES!

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GRAND PRIZE (Ten Winners!)

Each will receive:
(1) Library of six *Resident Evil* games for the PlayStation® and PlayStation®2:
Resident Evil: Outbreak
Resident Evil: Dead Aim
Resident Evil Code: Veronica X
Resident Evil 3: Nemesis
Resident Evil 2
Resident Evil
(1) *Resident Evil* feature film on DVD
(1) Hori Umbrella Memory Card
(1) *Resident Evil: Outbreak* "Survival Kit"
(1) *Resident Evil: Outbreak* watch

TO ENTER:

Send a postcard (no envelopes, please) with your name, address, phone number and e-mail address (if you have one) to:

***Resident Evil: Outbreak* Sweepstakes**
c/o *TIPS & TRICKS*
8484 Wilshire Blvd., Suite 900
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or log on to **www.tipstricks.com** and complete the online entry form.

Deadline for entries is May 17, 2004. Winners will be chosen in a random drawing from all correct entries on May 18, 2004.

GOOD LUCK!

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Blood and Gore
Intense Violence

PlayStation.2

CAPCOM

www.residentevil.com

Jet Li Rise to Honor

by Charlotte Chen

Rise to Honor is intentionally designed like an authentic Hong Kong action flick, thanks in no small part to the performance of Jet Li, whose signature martial arts style has been faithfully captured in the main character of Kit Yun. There's even a Cantonese language option for the Hong Kong levels. It's a very straightforward game with simple controls; there's even a help menu that you can open at any time during gameplay. Because of this, I'll skip the formalities and jump right into telling you what to expect in each stage.

Chapters

The game is split into 63 chapters, each of them miniature capsules of either action, fighting or shooting. I've skipped chapters that contain no gameplay.

1. Thief Chase

This level familiarizes you with the action controls.

2. First Blows

This level familiarizes you with the fighting controls.

3. Hong Kong Rooftops

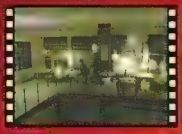
The fighting lessons will continue across several rooftops. Now you can grab, counterattack and use the adrenaline meter.

5. Take Out Order

Kit has to fight groups of enemies that keep jumping down from upstairs. The chairs in this area can be picked up and thrown. When the motorcycle rider appears, knock him out, then go through the open doors. You'll have a solo fight with a fat guy. Counterattack, then do a combo on him.

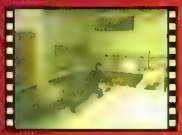
6. Run and Gun

The actor in this role does "crazy" pretty convincingly. Run and jump over the obstacles.



7. Fowl Recipe

Kit will fight two waves of enemies after his run. Use a chair to break the window and enter the next room. Inside the kitchen, hang back and let the chef fight the guys in the back. Pick up the dead chicken and whack bad guys with it. Use it to pummel the chef after the other enemies are knocked out.



8. The Back Alley

Hide and watch the pattern of the enemies. You can use the adrenaline meter to go into slow motion if you feel like it. Shoot them and move forward to the next hiding spot. In the last area, target the fuel canister to kill the last guy.

9. Dynamic Duo

Fei and Hung are twins with an incredibly high amount of health. You can use counterattacks to hit them both. Also, if you jump against the wall and time it right, you can knock into one, causing him to fall on his twin brother. After you fight them for a few minutes, they'll run away.

11. Waterfront Shootout

Target the barrels to blow up enemies. You must use the guns to fight, even against the unarmed enemies who are right next to you.

12. Surrounded

There will be three areas full of enemies. Pick up the blue barrels and use them as weapons.

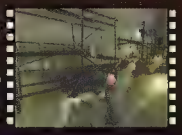
13. Copter Run

Run from the copter, following the wooden planks and jumping over the platforms.

14. Construction Zone

When you get to the construction zone, you can hide until the copter leaves. Jump into the open area and enemies will swarm in from all sides. Just keep jumping up, then keep jumping on the platforms. The next copter run segment is a little bit more difficult. Hit the ground running after letting go of the [illegible] to the hiding spot without staying too close to either side of the wall. In the next area, enemies will start swarming again. The midboss will appear, a guy wearing a red shirt and sunglasses. Follow him up the wall by jumping. Another copter attack will be next, then a fight on the wooden platform.

Whiteboard: Use counterattacks to stun him, then follow through with your own combos. You don't want to let him get a hit in, because he'll do a huge combo every time. When the copter attacks again, just run and jump over obstacles, then hide until the gunfire subsides.



16. Not on "The List"

Kit will encounter two bouncers by the elevator. Defeat them using the grabs and counterattacks you already know, then get on the elevator.

17. Bar Room Brawl

The barkeep and Chi will both hurl bottles at the fighters. Try to stay near them. Use the chairs and broken chair legs as weapons. Sometimes you can grab an enemy and slide him down the counter. After the first wave, a guy will attack with a baseball bat. When he goes down, another wave of enemies will come in. Get the bat and another chair leg and take them out.

18. Drunken Barkeep

Boss: Cheung Mo Pao

This boss uses capoeira, a martial art that is difficult to fight conventionally, thanks to the drunken-looking maneuvers performed by its practitioners. Try to grab him, since that forces his head underwater. While Cheung tries to recover from drowning, hit him with a combo. You'll do the most damage with adrenaline-charged attacks. After you get on the elevator, you'll need to fight another bouncer.

19. Stiks and Groans

After you get off the elevator, you'll fight three guys with baseball bats. Disarm them, pick up two baseball bats and go to town on the others. Enemies will start coming in from the stairwells, all of them holding blunt instruments. Press **R1** to avoid attacks, then counterattack.

21. San Francisco Alley 1

Hide on the sides and wait for the enemies to finish firing. Watch their patterns. Target enemies so that when they emerge from their hiding spots, they're already in your sights.

22. San Francisco Alley 2

More of the same. Now there will be objects in the environment that you can target, like gas cans or fire escapes. Hold down **L2** while targeting to see if there's an object you can shoot. Wait for a lot of enemies to get in range of the gas can before shooting it.

24. Coffee Break

1st wave: This will be a simple group battle. Take them out at your leisure.

Mid-boss: Next is a one-on-one battle with a large wrestler-type. Don't let him get near you. Hit him with chairs, then follow through with an adrenaline-charged attack combination while he is stunned.

2nd wave: If there are any chairs left, use them. You can also use the corners for jump attacks.

26. Motown Mayhem

Enemies will start streaming in from all sides. Luckily, these enemies won't have much health. Two hits will usually be enough to knock one out. If you feel overwhelmed by the swarm, you can use the side of the JWL truck to do a jump attack into a large group of enemies and take them all out at once.

27. Biker Encounter

Wait for the bikes to get close, then perform a counterattack to knock the riders off. Finish them off on the ground, otherwise they'll get back onto their motorcycles. One hit will knock out a rider who's off his bike. Thugs on the ground will also attack you, but if they get in the way of a biker, they'll be run over. If you time it right, you can counterattack the bike and knock over the thugs nearby at the same time. You can also jump to avoid getting run over if you can't pull out your counterattack in time.

30. Security Breach

Avoid the lights and the guards won't see you. When there are two guards standing next to each other, you can't just run up and knock one out because the other will see you. You have to pick up an object nearby and throw it, which will knock out one guard and momentarily distract the other long enough for you to come up and clobber him.

31. Get to Her

Grab enemies on the rail to dump them off the side.

32. Reunited

Michelle won't recognize you and will run away. Although it seems like you could just reverse direction to catch her, doing so will result in "Game Over." The same is true of any major shortcuts, like trying to go across the beam as she's rounding the corner. You have to chase her around in circles (you need to go around the level about three times), cutting some corners slightly, before you eventually catch up to her.

33. Tandem Boss Battle

When you perform a grab on Michelle, you can use the counterattack to fling her in a circle and knock over the bad guys like bowling pins.

Boss: Sung Lung

Perform collaborative attacks against Sung Lung as well. Grab Michelle and wait for Sung to get close, then attack. Kit can't keep doing this forever, though. When his stamina runs out, he'll drop Michelle. As soon as his stamina meter refills, grab her again and repeat the pattern.

35. Hell Breaks Loose

1st wave: Michelle will fight with you. She can hold her own for the most part, and if an enemy is distracted by her, you can hit him from behind. Break the candle in the corner and use the broken holder as a blunt weapon.

2nd wave: Several enemies—one with a taser—will come in through the windows. Knock out the taser guy first; just block, then attack.

3rd wave: Several heavily-padded enemies, and another with a taser attack. The guys wearing padded jackets can be taken out with counterattacks.

4th wave: Skater types are next. They'll tire themselves out with acrobatics. After they yell and do a jump kick across the room, they'll bend over and start wheezing. Attack while they're tired.

5th wave: A bunch of guys with tasers will come in. Just block to dodge, then attack. Don't let them corner you. Concentrate on one guy at a time.

Midboss: This is a cocky skater type, but he gets stunned after being counterattacked. Follow up with a combo.

6th wave: More enemies will come through the windows. These are easier types, but your health is probably low, so don't get reckless. Stick to blocking and counterattacking.

7th wave: Three more skater types. Man, this is getting old. Use counterattacks and they'll be stunned briefly.

8th wave: Enough already! This is a little much, even for an action movie. There's a skater type, a guy with a taser and various grunts. Use the same attacks as before to take care of them.

36. Sanctuary Chaos

Back into the left corner, where the rubble will provide some hiding places. From there, target the enemies as they come in through the windows. In addition to the gunmen, various thugs will attack you with bats; you'll have to use the guns to get rid of them. Quickly move the targeting reticule with the right analog stick to take care of nearby enemies or gunmen who draw a bead on you (a red laser will appear) while constantly holding down the **R2** button to fire.

38. Kit's Escape

Grab the overhead pipe and hide. The guard will come inside, and you can drop down on him. The rest of the area is pretty basic. Use the pipes to hide. Some guards won't start moving until you get near them. If there are more than two guards, you'll need to throw an object at one first. The trickiest area is shown here, where there are lights are moving across the top and bottom. Follow behind the bottom light, then quickly jump onto the overhead platform. Hide with the overhead sprinkler to avoid the top light, then drop down and keep going. In the next area, fight the guards and continue to the third area. Knock out the guard below, then jump up to the second level using the boxes and the wall. Knock out the guard up there, then use the chain to open the lower gate.

39. The Catwalks

There are two easy enemies to dispatch here. Grab the enemies and dump them off the side of the catwalks. In the locker room, pick up weapons after the enemies drop them.

40. Fight to Michelle

1st wave: Beat up the guy at the vending machine. There will be a guy in the bathroom also. If you try the bathroom stall door, he'll come out (you can't do this with weapons in your hands).

2nd wave: Some thugs will be fooling around in the storage area. Wipe them out.

3rd wave: Another group of taser-wielders. Duck and attack.

4th wave: In the laboratory, you can grab an enemy and slide him down the counter. Once that room is clear, return to the room with the fishtank for a mid-boss fight.

Mid-boss: He's got a lot of health, but is pretty predictable. If you keep near the wall, he'll come up and let you jump-kick him. Stick to counterattacks afterwards, and use combos if you see an opening. Sometimes you can grab him and knock his head into the fishtank, but he's trying to do the same to you. Be patient and the fight won't be hard.

41. Chopshop Shootout

These are some craptacular weapons. Hold down the **R2** button to fire constantly, and press the right analog stick in the direction of the enemies as they come through the windows. Take out the gunmen first. If one of them gets a bead on you, hide. There are explosive barrels you can target by pushing the **L2** button while you have an enemy in your sights. After you clear the first wave of enemies, a couple guys will come in wearing chemical packs. Shoot the packs and they'll explode, so don't stand too close to them. Another wave of enemies will enter, sometimes wearing chemical packs. Try to target them while they're near other enemies. If you get overwhelmed, use slow motion.

43. Billy Battle

You'll find some enemies wielding fish hooks on the docks. Knock the hooks out and pick them up. These men aren't skilled fighters, so you can just plow into them.

Boss: Billy Soon

Dodge all of his attacks. Keep an eye on your stamina meter while you're doing this. When Billy gets to the end of a combo, if he's bent forward with his face down, you can start attacking him with your own combo. After you do this a couple of times, one of his men will throw down another scythe for him. It's a little harder to dodge all the attacks, but he'll keep doing the same basic combo. When you see the opening, attack him again.

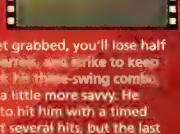
46. All Hands on Deck

1st wave: Only two fighters will attack here; they aren't skilled, but they have a lot of health.

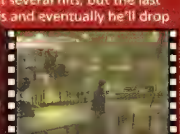
Mid-boss: This enemy is fairly predictable. Hold R1 to defend, then grab and throw him after he lands his jump kick. After getting grabbed about seven times, he'll add on one attack after his jump kick. Just keep blocking until he's done attacking, then grab him again. After you do this a few times, he'll add a second attack after his jump kick. Just wait him out and grab him again at the end of his combo.

2nd wave: On the deck will be two fat guys throwing barrels and one smaller fighter. Press R1 to duck the barrels and use counterattacks to stun the fighter. After he gets knocked out, one of the fat guys will come down and attack you. Stay in the corner and attack him when he charges you. If you get grabbed, you'll lose half of your energy. Keep ducking the barrels, and strike to keep him at a distance. You can wait and block his three-swing combo, then attack him. The last fat guy is a little more savvy. He won't rush you, but you should try to hit him with a timed combo anyway. He'll dodge the first several hits, but the last one will connect. Keep doing this and eventually he'll drop like sack of meat.

3rd wave: Sneak up to the lever in the next area and use the crane to drop a couple of huge fish on top of the enemies.



47. Out of Sight



Hide until the sniper's targeting reticule starts wavering, then run to the next hiding spot until you can climb or jump back to the top deck, where he can't see you. Enemies are jumping through windows again—if you press R1 in time, you can dodge them, otherwise you'll be knocked to the lower deck again. Sometimes you'll need to go down and use a lever to move an obstacle from your path. You can usually get back up using a ladder, but in the last area, you must jump-kick off the wall to get back upstairs.

48. Dockside Duel

Boss: Wong Jang

Hide behind the barrels and crates to avoid gunfire. Wait for Wong to stand up and start laughing or twirling his guns around, then shoot him. There are objects that you can shoot also, like hanging fish nets and barrels of fuel. Follow him to the next two boats to continue the fight.

50. Medical Attention

1st wave: Some enemies will be roaming the hospital corridors. Dispatch them, using the plants, buckets, or anything else handy. Jumping off the walls helps a lot against large groups.

Midboss 1: Look for a very large man in the next room who's busy at the sink. While his back is turned, you can get in a few hits. Counterattack his attempts to headbutt you, then attack him while he is stunned. When he charges, strike instead of counterattacking to keep him at a distance.

2nd wave: More enemies line the corridors. Take them out like before.

Midboss 2: Another large man will be waiting for you in the X-ray room. Keep your distance and time your wall jumps to hit him. Follow up with a combo. You can also hit him with the trash can and potted plant to stun him briefly. Try not to let him grab you or you'll take huge amounts of damage.

3rd wave: Another group of enemies will line the corridor. Dodge and counterattack, concentrating attacks on the guys with the least health.

4th wave: This room contains three large enemies. Stay in the corner and counterattack until at least one is knocked out. Use wall jumps to knock them back. Stay away from the operating table or they'll smash your head into it.

Boss: Mui Lin

Mui Lin is the fastest enemy Kit has faced, but she has low defense. Counterattack her and follow through. Make sure your counterattack doesn't push her back too far, because she recovers quickly. There are plenty of objects to throw at her as well. Press R1 to duck anything she throws at you.

51. Follow That Wheelchair

In the hallways with a gunman at the end, watch the pattern of his gunfire and move to hiding spots. When you get close enough to him, target the fire extinguishers to blow him up.

52. Keep Looking

Use the gurney and Kit will start wheeling backwards down the hall. Target the tanks that the fat guys are carrying above their heads. On the last gurney ride, you can shoot the tanks on the side as well as the enemies.

53. Wired Walkway

Run and jump to stay ahead of the collapsing bridge.

55. Underground Entrance

Sneak past the guards using the hiding spots and areas you can jump to. The guards are pretty vision-impaired, so as long as you aren't in their direct light, they won't notice you while you're hiding.

56. Full Steam Ahead

Watch out for the steam vents as you sneak past guards; they can take off a lot of health. You'll encounter one difficult area with three guards in a row (check the screen shot). The first guard will turn his flashlight toward you, so you can't drop near him. The third one will be in an alcove, moving his flashlight up and down. You need to jump up on the platform, then wait until the third guy's flashlight dims a little. Jump down, knock out the second guy, then jump back up. Wait for the third guard's flashlight to dim again, then go across the top.

57. Boiler Room Brawl 1

This is one of the easier fights. When you see guys with yellow health bars over their heads, perform counters on them. This almost always breaks their and completely

58. Boiler Room Brawl 2

This is an even more difficult fight. There will be a break where one enemy comes running up with a taser. Take it from him, then use it to zap the other enemies. A second enemy with a taser will come up eventually. Disarm him and wield the two tasers. Stay in the center and wait for the swarms to attack. Block, then hit them all with the tasers. One hit with the weapons will knock an enemy out.

59. Atrium Ambush 1

You'll need to see an enemy appear underneath a light before your bullets will do any damage to the light. After that happens, you can shoot the light to make it fall and knock out the enemy. Run across and hide; you don't have to kill every last person, you just need to make it to the staircase on the other side. Use the adrenaline meter as you dash from one hiding spot to another. Refill the adrenaline meter by shooting enemies.

60. Atrium Ambush 2

This is a more difficult run because there are more enemies. Otherwise, it's more of the same.

61. Lethal Lounge

Kit's dual targeting will come in handy here. Get behind the bar and whip around the targeting reticule with the right analog stick while holding down the **R2** button to mow down the enemies easily.

62. Office with a View

Boss: Fei and Hung

Use counterattacks to keep the twins at a distance. You can also grab one and throw him into the other. Use the Block button to avoid their collaborative attacks. Grabs are the easiest moves to pull off against them.

Boss: Kwan Part 1

Kwan will try to grab you right off. Look for a chair that you can pick up and throw at him. Use counterattacks until he turns on the gas.

Boss: Kwan Part 2

You'll need to grab Kwan to replenish your oxygen. This will cause Kwan damage. It's easier to stick to grabs in this case because you are under a time constraint. The first time you grab him will be pretty easy. Afterwards, he'll duck your first grab attempt, then try to kick you. Dodge the kick and then grab him. This should work every time.

Boss: Kwan Part 3

At first, Kwan will seem invincible, like he can dodge absolutely everything. Also, you'll need to worry about Michelle, who is slipping off the balcony. If you perform a grab on her, Kit will start to pull her up slightly, which refills her health meter...but it's impossible to pull her all the way up for some reason. [This is my only real gripe with this game. Why make the female martial artist completely helpless at the end? I guess that's pretty typical of Hong Kong action movies as well, though.] The only way to hit Kwan is to time your counterattacks against him so that by the seventh or eighth time you counterattack, you actually connect, which makes Kit do a seven-hit combo. It looks like a strange dance with all the swirling arm motions as you try to counterattack and he dodges. Listen to Kit's grunting; it will help you with the timing of the counterattack. After each counterattack that connects, grab Michelle, then let her go and block as fast as possible. Five multi-hit combos should take Kwan down.

Special Features

As you encounter various characters or play through different environments or storyboards, they will become unlocked in the artwork section. Once you beat the game, you'll also unlock the "Hard" difficulty level, plus two additional videos as well as two alternative character designs for Kit.

Nightshade™

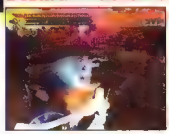
BY GEOFF ARNOLD

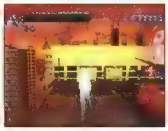
At the end of Sega's *Shinobi* for the PS2, the cursed blade, Akujiki, was destroyed by Hotsuma, a Shinobi of the Oboro Ninja Clan. Although it's not a true sequel to *Shinobi*, *Nightshade* continues the story: Agents of an evil corporation named Nakatomi have now begun searching for the shards of Akujiki with the hopes of restoring the evil blade and using its power to take over the world. Only one person stands in the way: a lone female Shinobi named Hibana who has been hired by the government to ensure that the shards of Akujiki are never recovered.

NINJA SKILLS

Although Hibana has many different abilities, you will find yourself using some of her Ninja skills more often than others.

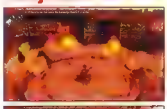
Stealth Dash/Aerial Stealth Dash

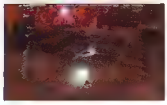




The Stealth Dash allows you to create a "shadow" clone of yourself to distract your foes, and it also acts as a way to move behind enemies so you can slash them for more damage. Another important use of the Stealth Dash is the Aerial Stealth Dash, which can be used along with the Double Jump to extend Hibana's jumping distance while in the air. The Stealth Dash also helps you to reach enemies more quickly, allowing you to perform Tate attacks.

Ninjutsu

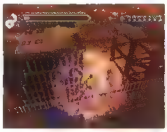




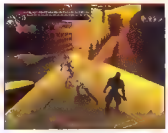
- **Ka'en (Fire)**—This Ninjutsu power allows Hibana to throw out a large ring of fire, which pierces armor and damages everything in a 360° radius. Extremely effective when Hibana is surrounded by enemies. Upon activation, Hibana also gains a split second of invincibility.
- **Raijin (Lightning)**—This Ninjutsu power grants Hibana approximately 20 seconds of invincibility and allows her to perform Stealth Dashes and Aerial Stealth Dashes more quickly. Very useful in boss battles and areas that are overrun with large or powerful enemies
- **Fuga (Wind)**—Activating Fuga will invoke the power of the wind, allowing Hibana to throw six projectiles that track her opponents, even over long distances. As with the Ka'en Ninjutsu power, Fuga grants Hibana a split second of invincibility upon activation

Shuriken/Shuriken Blast

The often overlooked Shuriken attack and Shuriken Blasts can be very useful in certain situations. Shuriken can be used to stun enemies briefly, giving you a chance to attack at your leisure. Shuriken can also be used in conjunction with Tate combos, adding to both the Combo meter and Tate Timer. This is useful when you are far away from enemies and are not able to reach them in time to attack directly. Shuriken can also be used to break items such as force field-generating mirrors or item boxes. Instead of taking the chance and trying to slash them, line up with them and break them with Shuriken. Shuriken Blasts are extremely useful because they can break enemy armor. Try it when you're surrounded by a large number of armored enemies.



Short Sword Attack



Although not as powerful as the normal slash attack, the short swords allow Hibana to attack faster and earn more hits, filling her Combo and Chakra meters more quickly than any other technique. When surrounded by enemies, try to take out the first two or three with normal attacks, then kill the rest with your short sword attacks. Doing this throughout the stage will ensure that you always have a full Chakra meter before attempting to fight the stage boss.

Aerial Attack Combo

The aerial attack combo technique can be used to keep Hibana in the air almost indefinitely. Each time Hibana attacks an enemy in the air, she will then able to perform an Aerial Stealth Dash, attack again, jump or perform an additional air attack. Using this technique will not only increase your Combo and Chakra meters simultaneously, but will also allow you use your enemies as a vehicle to reach platforms or items that may be normally unattainable. In addition, if you get knocked off a ledge, the aerial attack combo can actually save you from falling to your doom if you are locked into a nearby enemy. The safest aerial attack pattern to use after attacking an enemy is to jump, Aerial Stealth Dash, aerial attack (dive kick), aerial slash. Using this pattern will allow you to travel further than normal in the air and break the enemies' armor before attacking them.

The Art of the Tate

Learning to chain attacks together and perform Tate attacks will definitely make the game a lot easier, especially at the Normal or Hard difficulty when the enemies take more hits to defeat. When you encounter a group of enemies, an "enemy counter" will appear in the top right corner of the screen. Each time you successfully kill an enemy, your sword will gain additional attacking power and the next enemy you attack will take fewer hits to destroy. The amount of time that you have to perform a Tate is limited, so pay close attention to your Tate Timer. Defeating multiple enemies quickly in succession will raise your sword's power immensely, allowing you to kill larger Hellspawn and even stage bosses in one attack. Also keep in mind that by killing larger Hellspawn creatures with Tate attacks, you will always earn something extra (such as a Chakra power-up or additional Energy Capsule) for your effort. Take the time early on in the game and practice converting Tate attacks—it will pay off in the end.

BOSS STRATEGIES

[illegible]

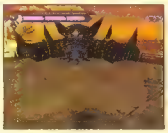
Sure, that you have Stealth Attack on the Boss.

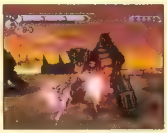
Stage 1: Tokyo — Boss: Kuro-Hagane Alpha

The first time you encounter Kuro-Hagane, he basically has two types of attacks: a close-range combination attack and a powerful jumping air slice. The combination attack is easy to avoid by keeping your distance. To avoid the air slice, watch for Kuro-Hagane to charge up his sword (you'll see it start to glow purple) When this happens, immediately Stealth Dash to either side to avoid getting hit. Eventually, Kuro-Hagane will summon Genin Warriors to the battle. Activate the Raijin Ninjutsu and start attacking the warriors to power up your sword. After you have defeated the Genin, immediately lock onto Kuro-Hagane and charge your Stealth Attack. If he survives this, simply back off for a bit, avoid his attacks and repeat the process. If you run low on health, check the three open stabilizers on the plane for Energy Capsules.

Stage 2: Marunouchi — Boss: Roukai

Roukai has several types of attacks, and each one hits for a lot of damage. It begins by thrusting its tentacles in the ground and channeling energy waves toward you. Jump over the waves, Stealth Dash toward Roukai and slash each arm to stop this attack. If you're within range, Roukai will generally try to hit you with a massive attack from its upper body. If you Stealth Dash backward to avoid this, Roukai will expose its weak point the back of its neck Repeatedly jump and attack this spot until Roukai shakes off your attacks. It will then "ball up" and try to run you down with its body. Continuously Stealth Dash around the perimeter of the stage to avoid this attack. Roukai will then summon Hellspawn to the fight, which will be your chance to do some mega damage. Activate the Raijin Ninjutsu and kill the Hellspawn to power up your sword Lock onto Roukai after defeating the Hellspawn and activate your Stealth Attack. If you're low on health, check the wooden barricades near the perimeter for some Energy Capsules





Stage 3: Subway — Boss: Fudou

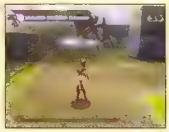
Avoiding Fudou's three projectile attacks is rather simple—you just have to determine which part of Fudou's body is attacking. If the head (denoted by its pincers) attacks, it will spit three green blobs at you, which can damage you in addition to coating the floor to make it difficult to move. If the body attacks, it will shoot spark-like projectiles in your direction If the tail attacks, it will shoot a long cone of poisonous gas, which can drain your health rapidly. All of these attacks are easily avoidable—simply Stealth Dash to either side. Fudou will also summon Hellspawn into the battle; when you see them, activate the Raijin Ninjutsu and work your way from creature to creature, cutting them down. After the last Hellspawn is gone and your sword is powered up, immediately lock onto Fudou's head and charge your Stealth Attack. If you take too many hits or Fudou is still breathing after this, pick up some health by slashing the debris located in the room.

Stage 4: Shinjuku — Boss: Kazaguruma

Kazaguruma has several types of attacks, including two in which he throws his weapon at you. These attacks are fairly easy to dodge by Stealth Dashing, but his close melee attack is a different story: It's a powerful blow that can momentarily stun you, and does massive damage. Start by running up to him, locking on, then Stealth Dashing behind him and slashing. Repeat this process and back up every so often to avoid his melee attack When you see Kazaguruma leap into the air and say, "Heaven," activate your Raijin Ninjutsu and briefly back away. Genin Warriors will then enter the battle; use them to power up your sword After dispatching the Genin, immediately lock onto Kazaguruma and perform a Stealth Attack. If you get low on health, check behind the crumbled wall on the far side of the area for a large Energy Capsule.

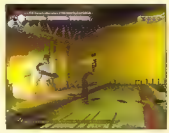
Stage 5: Container Yards — Boss: Zanma

Most of Zanma's attacks are lightning-based and do a lot of damage, so try to enter the battle with a full health meter. While Zanma is armored, it will use an attack that's very similar to the Fuga Ninjutsu magic (three sickle-shaped projectiles). Immediately seek cover behind one of the nearby containers to avoid this Zanma will also call down lightning to strike you. Just before this happens, you'll see the ground light up beneath your feet; this is your indication to dash away. Zanma cannot be harmed while armored, so you must jump and kick the armor off of its body before you can do any damage. Without its armor, Zanma will try to rush you down with charging attacks. Double Jump as Zanma rushes toward you, then attack the weak spot on the back of its neck to do some damage. Eventually Zanma will summon Hellspawn to help, which is your cue to attack. Defeat the nearby Hellspawn to power up your sword and perform your Stealth Attack. Make sure that Zanma isn't armored when you're doing this or your attack will miss.



Stage 6: Tokyo Highway — Boss: Onibi

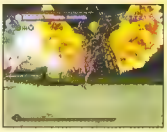
Onibi's main attack involves shooting fireworks whenever you get too far away—try to Stealth Dash from crate to crate to avoid them, then jump when they hit the ground near you to avoid the blast. If you have a lot of Shuriken left, you can lock on to the incoming rockets and take them out with your Shuriken. The basic pattern for following and fighting Onibi is to jump, perform an aerial kick, then slash immediately; this will briefly break Onibi's guard for a successful attack. Repeat this pattern until he either jumps up to the center rafter to activate a flamethrower attack or uses an explosive flame attack to keep you away. Double Jump and Air Stealth Dash far away to avoid both attacks. Eventually, Onibi will summon Genin Warriors, which will be an opportunity for you to inflict heavy damage on him. Activate the Raijin Ninjutsu and quickly move from Genin to Genin, cutting them down as quickly as possible. Immediately lock on to Onibi and activate your Stealth Attack to take down his life bar drastically. Check the debris in the area for Energy Capsules if necessary.



BOSS STRATEGIES continued

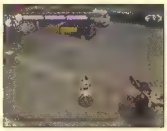
Stage 7: Research Facility-A — Boss: Shi'eki

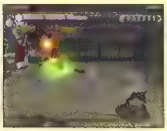
Shi'eki only has three attacks, but each one can do a lot of damage, especially at the harder difficulty settings. When you see Shi'eki put its head toward the ground, it's getting ready to shoot fireballs at you. To avoid them, simply Stealth Dash up toward the giant moth and get as close as possible; the fireballs will go right over your head. If Shi'eki rears back for a split second, it will beat the ground with its wings and send out a crawling flame that engulfs the entire floor of the area. Double Jump and Air Stealth Dash over this to avoid it. You can pretty much attack Shi'eki at will, but when the beast takes to the air, it will summon armored Hellspawn into the room and will become invulnerable to attacks. When this happens, activate your Raijin Ninjutsu and stand off to the side for a moment. Shi'eki will then begin to drop multiple fire "bombs" from above. When you see the last one fall, lock on to the closest Hellspawn and attack. These Hellspawn are armored, so be sure to kick them a few times in the air before attacking them to keep your Tate Timer up. Move from creature to creature, powering up your sword, then lock onto Shi'eki and release your Stealth Attack. Shi'eki is rather weak, so it's possible that one attack may kill it. If not, repeat the same pattern to easily finish off the beast. If you take a few hits, slash the debris in the stage to find some Energy Capsules.



Stage 8: Research Facility-B — Boss: Kuro-Hagane Beta

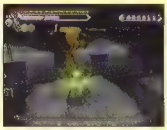
Kuro-Hagane has been upgraded since your last battle—he now starts by firing an automatic machine gun. Avoid this attack by Double Jumping. At first, Kuro-Hagane is invincible, so Stealth Dash toward him and run behind him, then quickly kick his back to knock off part of his armor. Kuro-Hagane will then backflip out of the way and attempt to fire at you again. Quickly run around to his back and kick him again, repeating the process until he loses his armor. Kuro-Hagane will then use the jets on his back to dash toward you and attack with his sword. To avoid this, Double Jump into the air, dive kick and slice the ninja immediately afterward. When the Nakatomi droids come into the battle, Kuro-Hagane will change tactics and start to use projectile attacks. Activate Raijin, ignore the rocket projectile and jump toward the nearest droid. Defeat them one-by-one to power up your sword, then lock on to Kuro-Hagane and activate your Stealth Attack. If you need energy, pick up some Energy Capsules by slashing the nearby cars.





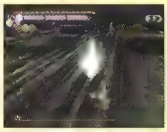
Stage 9: Tokyo Harbor — Boss: Jimushi

This is a tough battle that may last some time, especially if you don't have a full Chakra meter. Just before he begins his attack, Jimushi's stone pedestal (and several others) will rise from the ground as Genin Warriors appear adjacent to the other pedestals. Activate the Raijin Ninjutsu, jump up to the closest stone pedestal and look for the quickest route to Jimushi. The Genin Warriors always seem to appear in a specific pattern that leads to Jimushi, so your main objective should be to go from one Genin to another, destroying them along the way. The final Genin Warrior will always be next to the pedestal that is nearest Jimushi, which gives you a place to stop and charge your Stealth Attack. Continue this pattern until you have run out of Chakra meter. Jimushi should still be alive (unless you managed to kill all of the Genin and hit him with a full Stealth Attack), so you'll need to get in close to damage him. Repeat the pattern of using the Genin to get close to Jimushi, then jump onto the pedestal where he's standing. If you can, try to Stealth Dash behind him before he disappears and attack; otherwise, kick him to break his guard and slash him as quickly as possible. After a few hits, Jimushi will teleport to another random pedestal and the process will repeat. Jimushi can summon blades to shoot out of the ground below you; to avoid this attack, just keep moving. When you are close to Jimushi, he will use either a wind attack from his hands or a sword strike. Double Jump over these attacks, kick him on the way down and continue the onslaught until he expires. If you need some Energy capsules, check the wooden gates and torches around the area's perimeter.



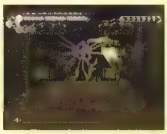
Stage 10: Harbor Road — Boss: Hisui

The battle with Hisui is surprisingly easy compared to the difficulty of reaching her. Keep your distance—Hisui can't really harm you unless you are close to her. Hisui has two long range attacks, a tracking water slash and a spreading water slash; both can be easily avoided by Stealth Dashing. If she gets close, she can perform multi-hit combos and even a Stealth Attack of her own, so run and Stealth Dash to the other side of the screen. When you hear Hisui say, "Play time's over," immediately jump to one of the raised concrete pedestals nearby. Hisui will flood the area with water, making it almost impossible to move. She will then use a different attack that will split in two and attempt to hit you from both sides. Double Jump over this attack and activate your Raijin Ninjutsu. When the area fills with water, Genin Warriors will also appear. While you are invincible, attack the warriors to power up your sword and jump on one of the raised platforms while locking on to Hisui. Charge your Stealth Attack to take off some major energy and repeat the process until you have defeated her. If you need health, check the cars in the area for some Energy Capsules.



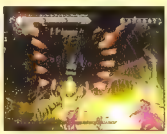
Stage 11: Outside of Palace — Boss: Gates of Hell

The Gates of Hell are basically a set of giant doors, and the doors have no defense mechanism or any way to attack. However, they can summon numerous Hellspawn creatures, and they are all armored. One of the easiest ways to beat this Boss is to just use your Raijin Ninjutsu back-to-back, using all of your Stealth Attacks while ignoring the Hellspawn. Lock on to the door, use your first Stealth Attack (power up your sword if you need to) and continue to hack at the Gates until Raijin wears off. Activate Raijin again, do another Stealth Attack and repeat the process until the Gates are destroyed. Powering up your sword by killing Hellspawn will usually take out the Gates in one or two hits, depending on how many you kill and the difficulty level.



Stage 12: Inside of Palace — Boss: Hajya

The first of Hajya's two main attacks is a moving exoskeleton wall attack. To avoid it, simply run to the far right corner of the stage and stand next to Hajya—the walls will not be able to hit you. Next, run back out into the center of the stage to face Hajya's fireball attack, which can be avoided by a Double Jump and Air Stealth Dash. At this point, Hajya will open up its protective exoskeleton and expose its head. Lock on to the head and Double Jump, then slash it. Hajya will summon armored Hellspawn while plunging both of its hands into the ground; they will pop up behind you near the back of the stage. The right hand will throw fireballs, while the left hand will throw globs of poison. Defeat each hand with a barrage of attacks (avoiding the Hellspawn wasps for now), then retreat back to the right corner of the stage to avoid the wall attack. You'll have to repeat this entire process three times to expose Hajya's life bar. From here, the boss' pattern continues: wall attack, fireball attack, expose head, attack with hands. While Hajya's head is exposed, it is vulnerable to all attacks. After fighting off the hands, activate your Raijin Ninjutsu and go to work on the Hellspawn. Again, use them to power up your sword; after defeating them all, lock on to Hajya and use your Stealth Attack.



Stage 13: Top of Palace (Boss: Kuro-Hagane Final)

Kuro-Hagane goes through two different phases during this extremely tiring and time-consuming battle. He starts off invincible, so get close to him, lock on and stand still. As soon as he stops moving, run behind him and kick him a few times in the back; he will dash away. Follow him and repeat the process until he loses his armor (make sure you grab the Chakra power-up). From here, Kuro-Hagane will begin to dash and try to slash you, as he did in your last encounter. To avoid this, repeatedly jump into the air, immediately jump again and wait to dive kick and slash him. Kuro-Hagane will eventually restore his armor, so you'll have to repeat the entire process over again. During this time, Kuro-Hagane also has several different attacks, each of which is denoted by a different phrase that he will speak before attacking:

- If he says "Come here!" he will shoot small projectiles that can freeze you. If you get hit, tap any button repeatedly to break free sooner.
- If he says "Gates of Hell!" he will use Akujiki to erect pillars of light in random locations. These can completely immobilize you and leave you open to attack; Stealth Dash sideways to avoid them.
- If he says "This is Akujiki's light and purity," he will use Akujiki to shoot multiple power waves in your direction. Double Jump and Air Stealth Dash to avoid them.

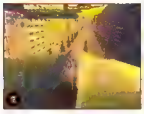
When you finally whittle his life bar down to about 66% (make sure your Chakra meter is full by now), Kuro-Hagane will transform into his next state. This is when you can do the most damage. He will basically repeat the same attacks; continue to Double-Jump and dive kick, then slash to take down his health. Eventually, Kuro-Hagane will say "Divine judgement!"—this is your cue to activate the Raijin Ninjutsu. Immediately close in on Kuro-Hagane, as he will form clones of himself. During this time, he is completely invincible, so chase down his clones one-by-one. Don't lock on to them, as this makes them hard to track; just quickly Stealth Dash around the perimeter, slashing the clones as you go. As soon as the clones disappear, immediately charge your Stealth Attack and let loose on Kuro-Hagane. The trick is to stay close to Kuro-Hagane the entire time; when he starts to split and you see the clones emerge, you'll be able to slash two or three of them as they run away. Slashing the clones is very important, because if you fail to slash enough of them (three on Easy, four on Normal and five on Difficult), Kuro-Hagane will electrify the entire stage. This attack is unavoidable and does a lot of damage; the only way to keep him from doing this is by killing his clones. After you have powered up your sword by slashing the clones, lock on to Kuro-Hagane and release your Stealth Attack for massive damage. If this doesn't kill him, repeat the process of Double Jumping, dive kicking and slashing until he calls his clones again. You may take a lot of damage during this fight, so check the steel girders near the perimeter for Energy Capsules, or collect the Capsules left after defeating his clones.

SECRET COIN LOCATIONS

There are 88 Secret Coins in the game, with a specific number of Coins located in each difficulty setting in Story Mode. We've put together this section to help you find them all. ***Note: There are no Secret Coins in Stage 13 at any difficulty level.***

EASY MODE

Stage 1



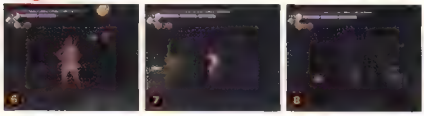
Coin 1—Stay in the center of the plane, just as the second set of gun turrets pop up. Destroy the turrets and collect the Coin as it floats toward you.

Coin 2—At three separate times during this stage, a Stealth fighter will follow you and fire missiles at you. Lock on to the missiles and kick them all back at the aircraft to earn the Coin

Stage 2

Coin 3—In Stage 2-A, look on the far side of the first large red container that you find.
Coin 4—Just after starting Stage 2-B, you'll see a ramp leading to the lower level of the garage. Check near the right side of the ramp by the edge of the building for the Coin.
Coin 5—After beginning Stage 2-C, you'll see two bridges nearby, one on the left and one on the right. Take the right bridge to reach a small building and make your way up to the top of the tower in the center.

Stage 3



Coin 6—Near the end of Stage 3-B, you'll see a large wall of rubble above the exit tunnel. Clear the debris with your sword and grab the Coin from the small passageway.
Coin 7—From the starting point of Stage 3-D, make your way down the tracks and look for the fifth cement pillar in the passageway. The Coin sits near the top of the pillar on the far side
Coin 8—Also located in Stage 3-D, near the end of the wrecked subway car on the right side.

Stage 4

Coin 9—Just after you reach the first fissure in Stage 4-A, you'll see a building that you can climb on the left side of the screen. Scale the building and drop down to the next rooftop, then look behind a generator for the Coin.
Coin 10—In the small area just past the second fissure in Stage 4-C, there's a building near the center of the main path that you can climb (look for the only rooftop with an energy gate). Once you have cleared the energy gate, scale the building and get the coin from the rooftop.
Coin 11—In the small alley just to the right of the first fissure in Stage 4-D.

Stage 5

Coin 12—Adjacent to a stacked red container near the far right corner of the stage.

Coin 13—To collect this Coin, you must locate and destroy every Hellspawn creature in the level. When you have done this, a box containing the Coin will drop from the sky.

Stage 6

Coin 14—As you progress through the stage, you will see semi trucks that act as temporary bridges between platforms. The fourth truck that you find will be traveling in the direct path of the Coin; simply stay on the truck to collect it.

Coin 15—This Coin is on the semi truck that follows Coin 14. Look toward the left side of the screen and stay on the truck to collect it.

Stage 7

Coin 16—From the start of Stage 7-A, head down the hallway to the left. Make your second right down another hallway and enter the second room on your right. The Coin is above the door near the ceiling.
Coin 17—In Stage 7-C, look for the second large room with the double set of moving platforms. The Coin is in the small outcropping near the ceiling opposite the exit
Coin 18—In Stage 7-D just after the starting point, take the small left corridor before entering the catwalk room. The Coin is near the left wall, close to the ceiling.

EASY MODE CONTINUED

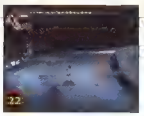
Stage 8

Coin 19—After heading up the long, winding platform in Stage 8-A, look above the door near the ceiling by the stage exit.

Coin 20—In Stage 8-C, in the lost room on the left before the exit.

Stage 9

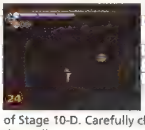
Coin 21—Just after the submarine fires its second set of missiles, look for the Coin floating between the center and right boats.



Coin 22—After the submarine fires its third set of missiles, you will encounter two groups of enemies. Kill both groups and look for a box containing the Coin to land on the front boat

Stage 10

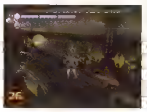
Coin 23—Directly in front of you just after starting Stage 10-A.



Coin 24—Near the first broken bridge section, close to the starting point of Stage 10-D. Carefully climb down the wall to snag it.

Stage 11

Coin 25—In Stage 11-C, in the small section with the three circular moving platforms just before the exit. Look down in the small crevasse along the right wall.

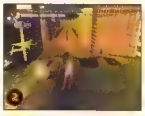


Coin 26—In Stage 11-D, on top of the doorway that leads to the outside area.

NORMAL MODE

Stage 1

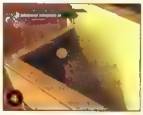
Coin 1—In the same spot as the first Coin in Easy Mode; however, the Coin is now floating near the right side of the plane instead of the center.



Coin 2—Same as Easy Mode.

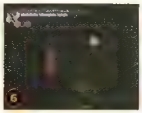
Stage 2

Coin 3—Same as Coin 5 in Easy Mode. Instead of climbing the tower, drop down to a ledge on the left side of the building.



Coin 4—After crossing the first bridge in Stage 2-D, look on a small ledge just below the fourth story of the building

Stage 3

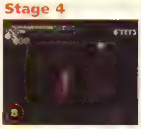


Coin 5—At the starting point of Stage 3-C, turn around and look near the ceiling.
Coin 6—In Stage 3-C after you make your way through the second set of slime-filled sewers, you will reach a ramp leading to a small room. The Coin is near the ceiling just above the ramp.
Coin 7—Just after you pick up Coin 5, you will reach a small room where Coin 6 is under a breakable grate in the floor.

Stage 12

Coin 27—After starting Stage 12-A, take your first right, defeat the Hellspawn in the room and look for the Coin just above the entrance
Coin 28—In Stage 12-B, just after exiting the first large open room. The Coin is on the main path that you take through the stage.
Coin 29—In Stage 12-C, on a small platform adjacent to the third main tier. Look near the perimeter of the main floor section.

Stage 4



Coin 8—In Stage 4-A, just past the second energy barrier, scale the left building and Double Jump, then Air Stealth Dash to reach the Coin
Coin 9—Floating in the air in the circular area just past the first fissure in Stage 4-B
Coin 10—On a rafter on the large concrete area above the Stage 4 D exit. Double Jump and Air Stealth Dash from the fence to reach the rafter

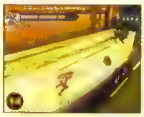
Stage 5

Coin 11—From the starting point, go straight and turn left when you reach the wall. Slash the wooden boxes along the right side of the wall to locate the Coin

Coin 12—Same as Easy Mode.

Stage 6

Coin 13—Same as Coin 14 in Easy Mode.

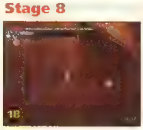


Coin 14—Same as Coin 15 in Easy Mode.

Stage 7

Coin 15—From the start of Stage 7-A, head down the hallway to the left. Make your first right down another hallway and enter the first room on your right. The Coin is in the corner of the room near the ceiling.
Coin 16—Just after starting Stage 7-D, enter the large room with the winding catwalk and look straight ahead; the Coin is hovering in the air near the first platform.
Coin 17—Also in Stage 7-D, on a platform in the same room, further along the catwalk

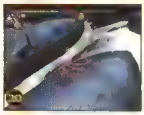
Stage 8



Coin 18—Just after you start Stage 8-B, where the moving platforms were; in the small space directly across from the exit door

Coin 19—In Stage 8-D, after climbing the elevator shaft, take your first right down the hallway. Immediately turn left, head down the next corridor and collect the Coin from the hallway.

Stage 9

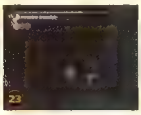


Coin 20—After the submarine fires its second set of missiles at you, look for this Coin floating between the center and left boats.

Coin 21—Same as Easy Mode

NORMAL MODE CONTINUED

Stage 10


Coin 22—After you reach the second bridge section in Stage 10-A, you'll see it on a broken section of the bridge just below the main road Jump down to the section below and Double Jump, then Air Stealth Dash across the broken sections to retrieve it

Coin 23—After you destroy the first group of Hellspawn in Stage 10-C, you'll see a broken piece of bridge that acts as a wall. Climb over the wall and down the other side to find the Coin

Coin 24—Near the right side of the bridge in Stage 10-D

HARD MODE

Stage 1

Coin 1—Just as the second set of turrets pops up, stay near the right side of the plane and look for the Coin to float toward you

Coin 2—Same as Easy and Normal Mode.

Stage 2

Coin 3—Just after starting Stage 2-B, take the ramp leading down to the lower level. Look in the far right corner of the lower level by the ceiling.

Coin 4—From the start of Stage 2-D, look in your right on the ledge just below, you'll find it floating near the ledge.

Stage 3

Coin 5—From the start of Stage 3-A, immediately head left into the small Hellspawn-filled room. Look near the shutters by the back wall.

Coin 6—In Stage 3-D, beneath the abandoned subway car just before the exit

Stage 4



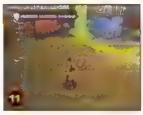
Coin 7—Located in Stage 4-B, this is one of the harder Coins to get. You'll have to perform a double Stealth Dash from the wall to get the Coin, then jump back to safety. First, scale the wall to the right side of the parked cars (look for the writing on the wall) and angle yourself toward the Coin. Run along the wall and Stealth Dash just as you reach the end. Once you're in the air, immediately do an Air Stealth Dash to reach the Coin, then jump toward the space between the parked cars and the right building to land safely

Coin 8—In Stage 4-C, look for the first chasm near the starting point Directly on the other side of the chasm is an energy gate blocking a small alley and another chasm. Disable the gate by breaking the nearby mirrors, then scale the left building above the chasm to find the Coin.

Coin 9—In Stage 4-D, near the upper rafter Use the fence to climb up to the steel rafter, then jump, Air Stealth Dash and jump again off the edge to reach it

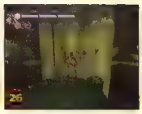
Stage 5

Coin 10—From the start, head straight and jump up to the first set of stacked containers on your left The Coin is on the opposite side of the top container.



Coin 11—Same as Easy and Normal Modes.

Stage 11


Coin 25—From the start of Stage 11-A, follow the path around and behind the waterfall. Jump across the two ledges and look on the rock ledge just below you

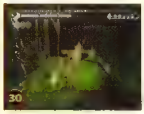
Coin 26—Look for the part of Stage 11-C with three green moving platforms. The Coin is nearest the top platform; you'll have to jump, Air Stealth Dash, then jump again from one platform to another to make it

Coin 27—Just before you reach the door (boss) leading to the inner palace in Stage 11-C, you'll see two large pillars on either side. The Coin is on the far side of the right pillar near the top

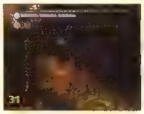
Stage 12

Coin 28—After you reach the third cross-shaped junction in Stage 12-A, check the right passage above the debris

Coin 29—In Stage 12-C after you reach the second main platform. It's floating above a gap in the two edges of the platform

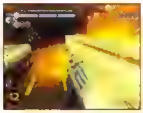


Coin 30—Also in Stage 12-C after you reach the upper platforms. Look for the area with two large-class armored Hellspawn; the Coin is on a small platform near the center of the screen



Coin 31—After you reach the small center platform near the upper level of Stage 12-D, look for the two parallel moving rock platforms on the left and the right. The Coin is in the path on the left rock platform.

Stage 6

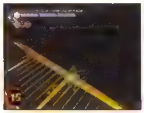


Coin 12—Same as Coin 14 in Easy Mode and Coin 13 in Normal Mode. You will need to stay on the truck longer to collect it.

Coin 13—Same as Coin 15 in Easy Mode and Coin 14 in Normal Mode.

Stage 7

Coin 14—In Stage 4-D, about halfway down beneath the center bridge connecting two sets of walkways. Stand on the ramp facing the bridge and jump, Air Stealth Dash, then jump again at the last second to snag it Aim carefully for the lower central bridge to survive the fall



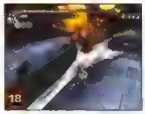
Coin 15—Just above the platform leading to the level exit. Hike up the scaffolding to the ramp just above Jump off of the platform toward the Coin, Air Stealth Dash to reach it, then jump again to reach the platform by the exit

Stage 8

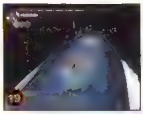
Coin 16—In the first part of Stage 8-B, just before breaking through the first door Look near the rafter by the ceiling to locate it, then Double Jump and Air Stealth Dash from the grated area to reach it.

Coin 17—In Stage 8-D, just after the starting point. Climb up the elevator shaft and immediately turn around once you are inside to locate it.

Stage 9



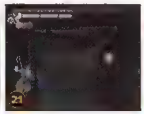
Coin 18—Same as Coin 20 in Normal Mode.



Coin 19—Same as Coin 21 in Normal Mode.

HARD MODE CONTINUED

Stage 10


Coin 20—In Stage 10-B, just above the starting point. Make your way around the winding road toward the end of the stage and stand on the platform by the Ration. Jump down below, Air Stealth Dash, then Double-Jump to get the Coin.

Coin 21—Look for the small section in Stage 10-C just past the first Energy Capsule—there should be two pieces of concrete hanging down on the left side. Carefully fall off the platform, then Air Stealth Dash underneath and in between the two walls to find the Coin

Coin 22—On the main path of Stage 10-D. Look near the left side of the screen just before you reach the exit gate; the Coin is above a gap in the road.

Stage 11

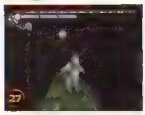
Coin 23—Near the starting point of Stage 11-A. To get it, you must jump from the ledge across the waterfall, Air Stealth Dash, then immediately jump again. Hold the **R1** button while falling to lock on to an enemy on the other side of the waterfall, then dive kick through the waterfall to reach the other side

Coin 24—In Stage 11-B, near the second waterfall by the exit. Jump up to the ledge just above the waterfall and climb down the shaft on the other side. The Coin is resting on the wall near the bottom of the shaft.

Coin 25—While traveling through the long, open, insect-filled tunnel in Stage 11-C, look for a small, dead-end area off to your left. The most difficult thing about getting this Coin is that you can't see it—you have to jump blindly. Cling to the left wall between the first and second windows, then Double Jump off the wall and Air Stealth Dash, you will pick up the Coin and land safely on the opposite wall.

Coin 26—Just after you make your way into the large open area halfway through Stage 11-D, you'll see a house directly in front of you. The Coin is on the right side of the house near the bottom wall.

Stage 12



Coin 27—In Stage 12-C, just before the exit. Check the right edge of the outer platform for the Coin, jump out to retrieve it, then Air Stealth Dash back to safety.

Coin 28—In Stage 12-D, just above the dual swinging rock platforms. Take the right platform and jump onto the moving rock wall, then cling to the wall and look to your right. When the wall swings close to the platform, jump out toward the coin, jump again, then Air Stealth Dash to the moving rock platform below.

UNLOCKABLES/SECRETS

Nightshade has a ton of unlockable secrets including stages, costumes and even hidden characters. Below is a list of all of the unlockable items in the game and how to acquire them.

Reward	Requirement
Mission 01 in Mission Mode	Collect 3 Coins
Time Attack 01 in Time Attack Mode	Collect 7 Coins
Survivor 01 in Survivor Mode	Collect 10 Coins
Mission 02 in Mission Mode	Collect 14 Coins
Time Attack 02 in Time Attack Mode	Collect 17 Coins
Survival 02 in Survival Mode	Collect 21 Coins
Mission 03 in Mission Mode	Collect 24 Coins
Time Attack 03 in Time Attack Mode	Collect 28 Coins
Survival 03 in Survival Mode	Collect 31 Coins
Mission 04 in Mission Mode	Collect 35 Coins
Time Attack 04 in Time Attack Mode	Collect 38 Coins
Survival 04 in Survival Mode	Collect 42 Coins
Mission 05 in Mission Mode	Collect 45 Coins
Time Attack 05 in Time Attack Mode	Collect 49 Coins
Survival 05 in Survival Mode	Collect 52 Coins
Mission 06 in Mission Mode	Collect 56 Coins
Time Attack 06 in Time Attack Mode	Collect 60 Coins
Survival 06 in Survival Mode	Collect 64 Coins
Mission 07 in Mission Mode	Collect 68 Coins
Time Attack 07 in Time Attack Mode	Collect 72 Coins
Survival 07 in Survival Mode	Collect 76 Coins
Mission 08 in Mission Mode	Collect 80 Coins
Time Attack 08 in Time Attack Mode	Collect 84 Coins
Survival 08 in Survival Mode	Collect 88 Coins
Hard Difficulty	Beat the game in Normal Mode
Hibana's 2nd Costume	Beat the game in Normal Mode
Hibana's 3rd Costume	Beat the game in Hard Mode
Secret character: Hisui	Beat the game in Easy Mode
Hisui's 2nd Costume	Collect 88 Coins
Secret character: Hotsuma	Beat the game in Normal Mode
Secret character: Joe Musashi	Play through 88 stages total in any combination of Story Mode, Time Attack Mode, Survival Mode or Mission Mode

Note: The easiest and quickest way to unlock Joe Musashi is to go into Mission Mode [illegible] stages. It takes [illegible] stages [illegible] Each time you [illegible] screen, with each character requiring a total of eight stages cleared.

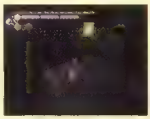
PICTURE LOCATIONS

Although collecting all [illegible] picture cards is not necessary for [illegible] in [illegible] stages [illegible] There are no picture cards in Easy Mode.

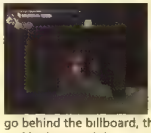
NORMAL MODE

Stage 1-A—After deflecting all three sets of the Stealth fighter's missiles, walk over to the left wingtip of the plane. A box containing the card will drop from the sky near the center of the plane.

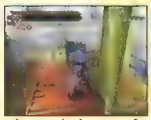
Stage 2-C—Take the right bridge and jump near the ladder attached to the small building on the left. The card will appear on top of the small building.



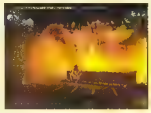
Stage 3-D—At the bottom of the area near the wrecked subway car. Jump near the back containers to trigger the appearance of the card



Stage 4-B—When you reach the first fissure, look for a blank billboard on top of the building to your right. Scale the building and go behind the billboard, then turn around and look toward the opposite rooftops.



Stage 5-A—From the start, make an immediate left and head down the center path through the stage. When you reach the small area with the parking cones, look for a gray container stacked on top of a blue container and a red container. Jump up to the gray container to trigger the appearance of the card, then look across the way to your left to locate it.



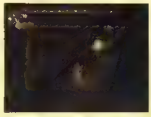
Stage 6-B, Boss Battle—Jump on the left crate nearest the Onibi's starting point, then collect the card from the center of the stage.

PICTURE LOCATIONS CONTINUED

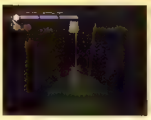
Stage 7-C—In the first room with the large moving platforms, jump on the ledge opposite the entrance by the metal screen. The card will appear near the start.

Stage 8-C—From the start, follow the long corridor straight toward the exit. Enter the room on the left side of the corridor just before reaching the elevator and defeat the enemies within to earn the card.

Stage 9-B, Boss Battle—During the battle with Jimushi, jump on the far right pillar nearest the ocean to trigger the appearance of the card. Look near the pillar and Double Jump, then Air Stealth Dash to retrieve it.



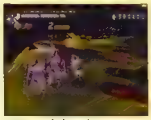
Stage 10-A—Just after starting, look for the bridge above the first Secret Coin. Jump over the right wall onto the small catwalk by the bridge and the card will appear.



Stage 11-C—Kill the enemies near the third Secret Coin by the waterfall. Stand to the left side of the waterfall and Double Jump onto the lower rising platform.

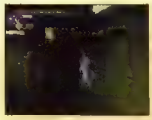
Stage 12-C—When you get to the third main set of platforms in Stage 12-C, you'll see an asphalt wall on each side near the stage perimeter. Jump onto the right asphalt wall, then jump to the right side of the small section with the painted line to make the card appear near the center of the stage by the grass-covered pillar. To get it, climb up to the platforms just above it, jump off, Air Stealth Dash and cling to the wall next to the card.

HARD MODE



Stage 1—After deflecting all three sets of the Stealth fighter's missiles, walk over to the left wingtip of the plane. A box containing the card will drop from the sky near the center of the plane.

Stage 2-D—Just before crossing the bridge that leads to the Stage 2 boss, you'll see a small area with four circular air vents. Jump on the outside right vent to make the card appear, then look for it near the right side of the bridge.



Stage 3-A—Just after you pass through the first energy gate, there will be a small cubbyhole with some computer equipment on the right side of the subway tunnel. Jump up to the far corner of the cubbyhole, cling to the wall, then jump out toward the tunnel to make the card appear. You can then pick it up from the small room on the other side of the tracks.

Stage 4-B—Head past the parked cars and the second crescent-shaped fissure and look for some red brick pillars on the left side of the street just before the energy gate. Jump up and cling to the wall just before the second pillar, then jump out into the air to make the card appear above the energy gate that leads to the exit.

Stage 5-A—Locate the moving crane near the far left corner of the stage. Climb to the top of the crane and stand on the gray platform in the center. Ride the crane toward the left wall to trigger the appearance of the card, then ride the crane across the stage to the right and retrieve it with the Double Jump and Air Stealth Dash.

Stage 6, Boss Battle—From the start, head to the far right corner of the level near the right side of the burning truck to make the card appear on the right side of the stage near the ceiling.

Stage 7-D—To reveal this card, you'll have to perform a leap of faith off a bridge in Stage 7-D. Look for the bridge adjacent to Coin 14 and fall off the bridge, then Air Stealth Dash toward the center of the screen. As you fall, you will trigger the appearance of the card. Aim carefully toward the following bridge in the center of the screen as you fall, or try to lock on to any enemy as you fall and attack them. When you reach the lower bridge, jump, Air Stealth Dash and jump again to reach it and fall to the slanting platform just below.

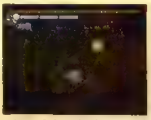
Stage 8-B—When you reach the second part of this level, you'll see a grated area directly across from the entrance. Jump over to this area and Double Jump to trigger the card's appearance near the entryway.

Stage 9, Boss Battle—You can obtain this card in almost the same manner as the Normal Mode card. From the start, turn right and follow the fence to reach the edge of the platform. Double Jump off the right edge toward the ocean to reveal the card, then Air Stealth Dash back to the platform to collect it.

Stage 10-C—From the start, head straight to the concrete wall in front of you. Scale the wall to reach the top, then carefully jump off the top of the wall to a small platform on the left side to trigger the card's appearance. Look near the left side of the following section to find it.

Stage 11-D—When you reach the outside area with the five large pillars just before the boss, make your way to the center platform and grab the Ninjutsu scroll. From here, jump over to the right pillar and slowly make your way down to the very bottom. Jump onto the side of the pillar facing away from the Gates of Hell boss; when you reach the bottom, you'll reveal the card.

Stage 13, Boss Battle—During the battle with Kuro-Hagane, look for the box containing the Ninjutsu scroll near the back of the arena. Jump near the box to trigger the card, which will appear near the opposite side of the arena.



Stage 12-D—When you reach the third force field-generating mirror (just above the large Chakra power-up), follow the platform around to the left. Go to the edge of the platform so that you're overlooking the starting point to make the card appear. Carefully jump, Air Stealth Dash and jump down to the starting point to collect it.

Stage 13, Boss Battle—From the start, head directly past Kuro-Hagane toward the back wall. Jump out into the air from the small section just to the right side of the wall to reveal the card; you'll find it floating in the air directly in the center of the stage.

SELECT GAME PREVIEWS

Unlike the preview sections in most game magazines, the purpose of *Tips & Tricks' Select Game Previews* is to show you a bunch of new games that are about to be released so YOU can influence the contents of future issues! See that postcard between pages 50 and 51? Rip it out, write down the names of the games you're most interested in and drop it in a mailbox. We'll total up your votes and use the results to determine which games will be featured in upcoming *Tips & Tricks* strategy guides!

SIREN

Publisher: Sony **In Stores: 2nd Quarter 2004**

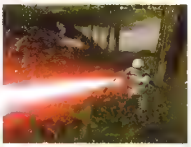
Siren is a "survival horror" adventure directed by Keichiro Toyama, who helmed the original *Silent Hill*. There are ten playable characters in the game, and as you complete missions for one character, additional characters and missions become unlocked. Tracking this progress is an in-game chart called a "Link Navigator" which lets you move around between characters and missions. The game is set in a backwater Japanese village where people transform into *shibito* (living dead) every 30 years. Some of the *shibito* might have been relatives or friends of your character; some may even be playable characters themselves. The enemies aren't present only to inspire fear, but are sympathetic characters whose relationships with your character strike a strong emotional chord. Trying to avoid the *shibito* depends on literally seeing things from their perspective: "Sightjacking" lets your character use the eyes and ears of anyone else in the area. By sightjacking the various *shibito* in the region, you can get an idea of how they are moving and whether or not they are aware of your presence. Some characters must travel with a companion; if they fall behind, you can use sightjacking to relocate them. Sightjacking also adds to the horror level, because as you "tune in" someone else's sightline, you'll get nothing but nerve-wracking static on your television screen. *Siren's* original approach, unsurpassed facial animation quality, deep story, intelligent gameplay and the haunting quality of the siren sound all combine to make a rather alluring package. Just pray that it doesn't turn on you, like the mythical sirens from which it gets its title.

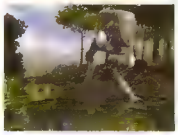
STAR WARS: BATTLEFRONT

Publisher: LucasArts **In Stores: 3rd Quarter 2004**

Also on PS2

LucasArts has recently started to leak details about its new *Star Wars* multiplayer action game, and it promises to be one of the most exciting *Star Wars* games yet! Developed by Pandemic Studios, *Star Wars: Battlefront* gives players the opportunity to relive and participate in the most memorable battles from *Star Wars* movie history by plunging them right into the center of all the action. Gamers will be able to choose one of 20 different soldier types and fight in over 15 unique environments spanning 10 familiar planets, including Naboo and Tatooine, in an all-out battle to conquer the galaxy one planet at a time. Soldiers will have free reign on the battlefield, allowing them to use ground-based turrets and even pilot over 15 familiar air and ground vehicles such as the X-Wing, AT-ST and speeder bike. *Star Wars: Battlefront* will be optimized for online play, and players can expect to battle up to 32 other players via LAN on the Xbox and PlayStation 2.





POKÉMON COLOSSEUM UPDATE!

Publisher: Nintendo **Available Now**

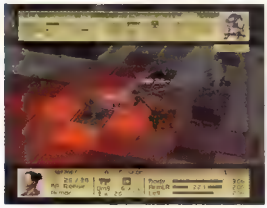
TIPS & TRICKS PICK!

The steampunk environmental design of the role-playing mode in *Pokémon Colosseum* evokes memories of *Final Fantasy VII*. In fact, check out the photo of the main character speaking to a man with white hair. The resemblance to Cloud and Sephiroth is quite strong. There's a large world to explore and a new "snag" system that you use to take Pokémon away from evil trainers. In both the single and multiplayer mode, each trainer can fight with two Pokémon on the field simultaneously. The design and animation of both the Pokémon and their special maneuvers have been vastly improved since the Nintendo 64 days. During the multiplayer tournament mode, gamers can use their own Pokémon raised in *Ruby* and *Sapphire*, or they can fight with a stable of pre-selected Pokémon. *Pokémon Colosseum*'s sleek design, surprisingly engaging single-player mode and fundamentally addictive gameplay should be enough to assimilate even the most jaded Pokémon naysayer.

FRONT MISSION 4

Publisher: Square Enix **In Stores: June**

Front Mission 4 follows two separate stories of unrelated wanzer pilots, Elsa and Darril. Players will experience the game from two different viewpoints, but eventually the story arcs will intertwine as an underlying conspiracy plot draws the pilots together. Weather and terrain will influence factors like weapon trajectory and the speed of your wanzer, and you can upgrade your weapons and technology as you complete missions. Additional battle support features grant you the ability to call for air strikes and on-site wanzer repair teams. Voice actors have been hired to read the game's dialogue, a first for the *Front Mission* mech-combat RPG series



DARKWATCH: CURSE OF THE WEST

Publisher: Sammy **In Stores: 4th Quarter 2004**

Also on PS2

This first-person shooter combines bang and fang in a main character who embodies the hybridization of the Western and Horror genres. Jericho Cross, the newest agent in the Darkwatch, is half human, half vampire, and all cowboy. His gunslinging abilities, inhuman speed and undead steed (all side effects of his brush with a toothy vampire lord) have made him an elite agent in the vigilante organization, which has years of experience battling the undead. The Darkwatch has created a number of enhanced technologies specifically for fighting vampires, including improved versions of the pistol, rocket launcher and dynamite, along with a number of heavily-armed vehicles. The game also features horse-mounted gunfighting, precision targeting, dynamic reputation and experience statistics (to influence how other characters react to Jericho) and online multiplayer features, with unique maps and game modes. *Darkwatch: Curse of the West* is the first game being internally developed by Sammy Studios in America; we'll be sure to give you more information on this interesting title as it becomes available

SHADOW OF ROME

Publisher: Capcom **In Stores: 4th Quarter 2004**

After delving into ancient Japanese history with the *Onimusha* series, *Mega Man* and *Onimusha* creator Keiji Inafune is taking a crack at the Roman Empire with *Shadow of Rome*. The game begins with the tragic assassination of Julius Caesar and his famous last words, "Et tu, Brute?" Of course, we all know that Caesar was murdered by his best friend, but in the game the father of the main character, Agrippa, is falsely blamed for the Emperor's death and is headed for execution. The strongest gladiator in Rome will be the executioner, so Agrippa becomes a gladiator with hopes of winning the competition and saving his father. In the meantime, Agrippa's friend, Octavius, infiltrates the Roman stronghold to find the real killer of Caesar. The game mixes two types of gameplay: the brutal gladiator action of Agrippa's quest and the more adventure-oriented style of Octavius' stealth mission.

100 BULLETS

Publisher: Acclaim **In Stores: September**

Also on PS2

Created by Brian Azzarello, *100 Bullets* is a comic series in which a man named Agent Graves appears to different people who are down on their luck, gives them a briefcase containing 100 untraceable bullets and information proving who was responsible for ruining their lives. The game's two main characters, Cole Burns and Snow Falls, are both given the opportunity to use the bullets to get revenge. The game has a targeting system that gravitates to an enemy's vital area if you aim for several seconds. This could be a radio, or his head, depending on game conditions. The counterattack system handles both long and short-range attacks; the long-range response is similar to bullet-time, while short-range attacks include actions like reversing a gun being pointed in your face. Eduardo Risso, the award-winning artist of the comic series, is overseeing the art direction, while Azzarello himself wrote the game's original story, promising multiple endings, intertwining story arcs and soul-twisting moral dilemmas on the noir-lit streets of Paris, Los Angeles, Atlantic City and New York City.

SILENT HILL 4: THE ROOM

Publisher: Konami **In Stores: 3rd Quarter 2004**

Also on XBOX

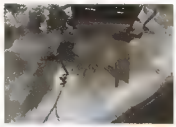
Harry Townshend has been trapped in his apartment for several days—and the only exit is in the *bathroom*, where most of the nastiest, scariest moments in the *Silent Hill* series have taken place. The world Henry discovers beyond is filled with grotesque monsters and specters, with floating ghosts and seeping, rust-colored grit. As Henry explores his new surroundings, the mysterious connection between his apartment and that hellish landscape is slowly revealed. *Silent Hill 4: The Room* is being designed to take away all our comfort zones (such as they were); while you're fiddling around in the item screen, enemies could still be closing in. You'll also transition at varying intervals from third-person to a first-person perspective. Like we really want to see anything from this town up close!

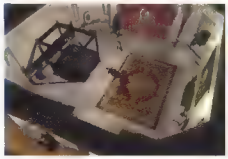
COMBAT ELITE: WWII PARATROOPERS

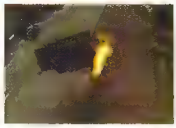
Publisher: Acclaim **In Stores: June**

Also on XBOX

Paratroopers are units dropped behind enemy lines to make things easier for their allies at the front line. During the invasion of Normandy, over 17,000 American and British paratroopers were dropped into hostile territories. The game's isometric perspective and use of the *Baldur's Gate: Dark Alliance* engine create a unique combination of military-themed action with a game design normally associated with dungeon-crawling role-playing games. Different paratroopers are available at the start, each with their own personal background story, statistics and specialties. Increasing attributes also increases the types of skills that paratroopers can learn, after which they may eventually be offered a promotion. Your paratrooper can become an officer and start farming out attribute points to members of his squad, or turn the promotion down in an attempt to evolve himself into the perfect killing machine. The game lets you switch between three firearm types on the fly (pistol, rifle and machine gun), and there's even a two-player, single-screen cooperative mode to further immerse you and a friend in the action.





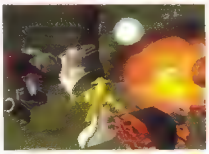


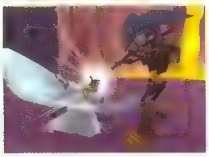
SAMURAI JACK: THE SHADOW OF AKU

Publisher: Sega | **Available Now**

Also on GAMECUBE XBOX

Like classic video game archetypes such as ninjas and vampires, the samurai gets a large amount of exposure in games like *Onimusha*, *Dynasty Warriors* and other deadly serious fare. With *Samurai Jack*, the code of honor and killer blade action is still present, but this time the comedic flair of the popular Cartoon Network television program lightens the mood, with sushi power-ups and colorful backdrops. You'll control Jack himself as he fights his way through 24 different levels through four regions, from the forest to Aku City. With the help of specialized blades, shuriken and arrows, Jack must use his fighting instincts to defeat familiar enemies like the Scotsman, Mad Jack and Aku, while utilizing platform-jumping and puzzle-solving skills to save his allies.





BLOODRAYNE 2

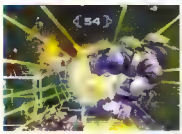
Publisher: Majesco | **In Stores: October**

Also on PS2

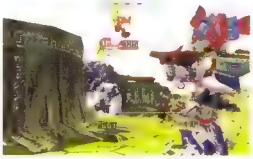
Set during the Nazi era, *BloodRayne 2* continues the journey of dhampir Rayne (the offspring of a human and a vampire) as she crusades against her father's legacy: the Cult of Kagan. Composed of her numerous siblings, the cult intends to subjugate humans under their vampire supremacist agenda, turning them into so many McVittles. After 60 years of struggle, both Rayne and her enemies have gained new abilities and technologies. Rayne can now perform more than 30 combos and 12 fatalities—and as she gains experience using creative killing techniques, weapon upgrades are awarded. She also has enhanced Blood Rage and Ghost Feed abilities. The vampires have a new weapon called "The Shroud," a chemical that allows them to roam unharmed in daylight. Rayne's natural hunting instincts help her to serve up justice to her legions of vampire relations during acrobatic gun battles, knife fights and hand-to-hand combat.

CUSTOM ROBO

Publisher: Nintendo **In Stores: May**



The *Custom Robo* series originated in Japan back in 1999; to date, it has consisted of two Nintendo 64 games (*Custom Robo* and *Custom Robo V2*) and a Game Boy Advance title, *Custom Robo GX*. Now the U.S. will get to see what all the rage is about with *Custom Robo* for the GameCube. As the title implies, *Custom Robo* is about building and customizing your own robots. As a "Commander," you can earn over 200 different parts and weapons to build your own unique robot. In the single-player Story Mode, you'll team up with a group of bounty hunters and compete in "Holosseums" (battle arenas); several multiplayer modes are also included. See who can design the best robots and chalk up some wins!

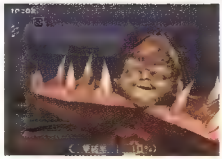


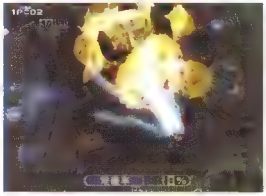
NEO CONTRA

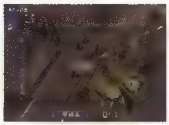
Publisher: Konami **In Stores: November 2004**

TIPS & TRICKS PICK!

Neo Contra is supposed to stay true to the original *Contra* "feel" that had been missing from the two PlayStation *Contra* games. *Contra: Shattered Soldier* accomplished that goal on the PS2; unfortunately, it was also one of the most crushingly difficult games in recent memory. Let's hope that longtime fans and newcomers to the franchise will actually have a chance to see all of the exciting levels and huge bosses that *Neo Contra* has to offer! The addition of a mysterious Samurai character adds a new twist to the series, and the dynamic visual enhancements are sure to bring tears of joy to *Contra* fans across the globe.



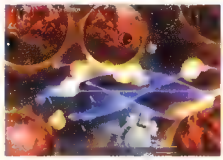


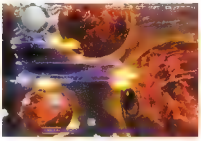


GRADIUS V

Publisher: Konami **In Stores: 2nd Quarter 2004**

This next-generation sequel promises to be the best-looking game of the *Gradius* series. A new Option Controls feature adds increased depth and gameplay to the classic 2-D shooter, which has been expanded to include some 3-D graphic elements as shooter game fans take control of the Vic Viper in a quest to destroy the Bacterian core. Devoted fans of the other classic hits in the series (including *Nemesis* and *Life Force*) will be thoroughly pleased to see another classic shooter finally make its triumphant return to consoles. Now if we could only convince Konami to release *Gradius II* in the states....



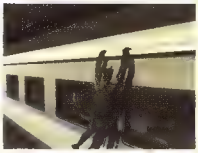


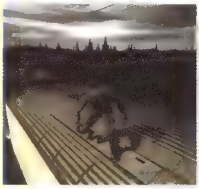
TOM CLANCY'S SPLINTER CELL: PANDORA TOMORROW

Publisher: Ubi Soft **Available Now**

Also on PS2 GAMECUBE

U.S. troops have been drawn into an independence war between East Timor and Indonesian guerrillas. Led by a notorious militia leader, Suadi Sadono, the guerrilla faction demonstrates its political agenda through brutal acts of terror. Agent Sam Fisher must protect the U.S. troops while plotting Sadono's demise. *Pandora Tomorrow* will see the return of characters like Irving Lambert from the original *Splinter Cell* game, and players will get a further look into Fisher's shady history. In addition to the single-player game, you can play online with other players as either a Shadow Net Spy or an Argus Mercenary.





WARIO WARE, INC.: MEGA PARTY GAMES!

Publisher: Nintendo **In Stores: April**

TIPS & TRICKS PICK!

Wario Ware, Inc. was an instant classic on the Game Boy Advance, and this GameCube update offers much more of the same immediate, visceral fun. All of the GBA characters and mini-games are back, with new games and multiplayer options. This isn't *Mario Party*; in *Wario Ware, Inc.*, the mini-games are fast and furious, with a completely different game appearing on the screen every few seconds! The new multiplayer modes are great fun; many of them allow your friends to disrupt your concentration with various tricks like obscuring parts of the screen while you try to compete. It's a wacky and surreal gaming experience, highly recommended for those with short attention spans

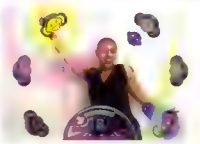
NANOBREAKER

Publisher: Konami **In Stores: 3rd Quarter 2004**

In *Nanobreaker*, nanomachines have run amok (as most artificial intelligence seems inclined to do) and are harvesting humans for their blood and stripping buildings of their iron in order to assemble a huge army of machines. Combating this menace is a hero whose primary weapon is a shape-shifting Plasma Sword that can slice and dice the enemies into bite-size chunks While wading through enemies and cutting them to ribbons, you'll also be able to grab them to perform other offensive maneuvers. A combo system will amuse "hack-'n'-slash" gamers, while an easy mode is also available for novice players. *Nanobreaker* is the newest endeavor of Koji Igarashi, who previously produced the *Castlevania* series

EYETOY: GROOVE

Publisher: Sony **In Stores: Spring 2004**



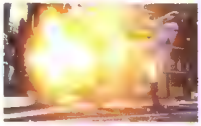
Get ready to further befuddle your family and friends as you go into a series of seemingly random convulsions in front of the TV! *EyeToy: Groove* carves a niche into the category popularized by Konami's *Dance Dance Revolution*, and the only object required is the EyeToy—no dance pad or controller is necessary. The EyeToy tracks your movements as you wiggle your hips, wave your arms and move your legs to the beat of 25 licensed songs by artists like Fat Boy Slim, Jamiroquai and Madonna. Even if you flop around like a fish out of water, *EyeToy: Groove* forgivingly grants you "groove" points just for making the attempt to dance in the first place.

DEAD OR ALIVE ULTIMATE

Publisher: Tecmo **Available Now**

TIPS & TRICKS PICK!

Formerly known as *Dead or Alive Online*, Tecmo's sassy online fighting game couples the original Sega Saturn version of *Dead or Alive* with a new enhanced version of *Dead or Alive 2* using the incredible graphics power of the *DOA Xtreme Beach Volleyball* engine. Since the Saturn version was only released in Japan back in 1997, this will be the first time U.S. players will get to experience the original. *Dead or Alive 2*, on the other hand, will be completely overhauled and redesigned. Both games will be Xbox Live multiplayer compatible. The package will also include tons of extra bonus features for hardcore *DOA* fans

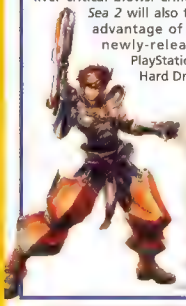


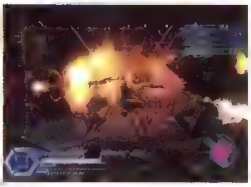
CRIMSON SEA 2

Publisher: Koei **In Stores: April**

T&T's PICK! TRICKS

If you beat *Crimson Sea* on the Xbox, you'll need a PS2 to play the sequel, which takes place two years later. Sho and his friends at the IAG (Intelligence Agency of the Galaxy) all make their return as they tackle a new breed of evil known as the Menace. Sho will have new Psyonic powers to wield as well as a host of new weapons to exterminate the hordes of critters. The game features a more combo-oriented style of combat which allows you to charge up your Psyonic powers to deliver critical blows. *Crimson Sea 2* will also take advantage of the newly-released PlayStation 2 Hard Drive.





FIGHT CLUB

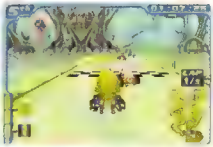
Publisher: Vivendi Universal **In Stores: Q4 2004**

Also on XBOX

A hit movie starring Brad Pitt and Edward Norton, *Fight Club* spoke of breaking the artificial bonds imposed by societal rules and unleashing the primitive male within. The film was filled with shocking scenes of men who looked like bankers or lawyers brawling together in bloody bare-knuckled street fighting. Vivendi Universal hopes to capture this visceral brutality in the video game. The emphasis on realistic, sadistic and improvisational fighting creates a genuine feel of two men engaging in untrained combat. Fighters can end their ordeal by tapping out, going limp or simply being defeated. Several characters from the movie will be playable, and the environments from the film are to be incorporated as well.

DIGIMON RACING

Publisher: Bandai **In Stores: April**



The Digimon are finally old enough to drive! Up to four players can link up and play using the GBA Game Link Cable. Over 15 tracks feature extreme off-road racing through the fields, jungles, cities and more. The Digimon will even Digivolve into stronger and faster drivers as they gain more experience. The game features several different modes, including Single Race, Cup Race, Boss Challenges and Time Trial. The Japanese version of *Digimon Racing* supports the upcoming wireless device for the GBA, so we're hoping it will work on the U.S. version as well.

YU-GI-OH! WORLD CHAMPIONSHIP TOURNAMENT 2004

Publisher: Konami **In Stores: Now**

The adventures of Yugi and his friends continue as they engage in addictive card battles where the monsters magically come to life. Game rules have been updated to reflect the *Yu-Gi-Oh!* Trading Card Game, with more than 1,100 cards (including over 100 new cards) and 25 characters available in the game. There's also a new feature which allows each player to use three separate decks at once, forcing you to rethink strategies on the fly. This is the official video game of the 2004 *Yu-Gi-Oh!* tournament that's taking place throughout this coming summer. What more could a duelist ask for?

Upcoming Game Release Calendar

Publishers: Please contact us with updates and/or corrections.

PLAYSTATION 2

APRIL
Alias (Acclaim)
Destruction Derby Arenas (Take 2)
Funkmaster Flex's Digital Hitz Factory (Jack of All Games)
Gradius V (Konami)
Hitman 3: Contracts (Eidos)
IndyCar Series 2005 (Codemasters)
Micro Mayhem (Jaleco)
MTV Music Generator 3 (Codemasters)
NBA Ballers (Midway)
Red Dead Revolver (Rockstar)
Serious Sam: Next Encounter (Take 2)
Splinter Cell: Pandora Tomorrow (Ubi Soft)
Supercar GT (EA)
Ten Pin Alley II (Jack of All Games)
Transformers (Atari)
UFC: Sudden Impact (TDK)
World Championship Pool 2004 (Jaleco)
World Tour Soccer 2005 (Sony)

MAY
EyeToy: Groove (Sony)
Harry Potter and the Prisoner of Azkaban (EA)
Headhunter: Redemption (Sega)
Mega Man Anniversary Collection (Capcom)
The Mummy (Hip)
Onimusha 3: Demon Siege (Capcom)
RibbitKing (Bandai)
Samurai Showdown 5 (SNK)
Shrek 2 (Activision)
Syphon Filter: The Omega Strain (Sony)
Van Helsing (Vivendi Universal)

JUNE
Carmen Sandiego (BAM!)
Combat Elite: WWII Paratroopers (Acclaim)
Driv3r (Atari)
Front Mission 4 (Square Enix)
Mega Man X: Command Mission (Capcom)
MLB Slugfest 2005 (Sony)
Psi-Ops: The Mindgate Conspiracy (Midway)
Showdown: Legends of Wrestling (Acclaim)
A Sound of Thunder (BAM!)
Spider-Man 2 (Activision)
Starcraft: Ghost (Vivendi Universal)

JULY
Gran Turismo 4 (Sony)
Inuyasha (Bandai)
NCAA Football 2005 (EA Sports)
Silent Hill 4: The Room (Konami)

AUGUST
Justice League of America (Midway)
The King of Fighters 2003 (SNK)
Madden NFL 2005 (EA Sports)
NARC (Midway)
Star Ocean: 'Til the End of Time (Square Enix)
Star Wars: Battlefront (LucasArts)
Street Racing Syndicate (Namco)
The Warriors (Rockstar)
Xenosaga: Episode II (Namco)
Yu Yu Hakusho: Dark Tournament (Atari)

SEPTEMBER
Area 51 (Midway)
Black 9 (Majesco)
The Forgotten Realms: Demon Stone (Atari)
The King of Fighters 3D (SNK)
Metal Slug 3 (SNK)
The Plague of Darkness (Namco)
Spy Fiction (Sammy)
SVC Chaos: SNK vs. Capcom (SNK)
Top Gun 2 (Titus)

OCTOBER
100 Bullets (Acclaim)
BloodRayne 2 (Majesco)
Call of Duty: Finest Hour (Activision)
Cowboy Bebop (Bandai)
IHRA Drag Racing 2004 (Bethesda)
The Nightmare Before Christmas (Capcom)
PBA Bowling 2004 (Bethesda)
The Red Star (Acclaim)
X-Men: Legends (Activision)

NOVEMBER
Darkwatch: Call of the West (Sammy)
Dead to Rights 2: Hell to Pay (Namco)
Lobo (Kemco)
The Lord of the Rings Trilogy (EA)
Metal Gear Solid: Snake Eater (Konami)
Neo Contra (Konami)
WWX. Rumble Rose (Konami)

POSSIBLE IN 2004
007: GoldenEye 2 (EA)
Altered Beast (Sega)
Ape Escape Olympia (Sony)
Armored Core: Nexus (Agetec)
Astro Boy (Sega)
Blood Will Tell (Sega)
Burnout 3 (EA)
Catwoman (EA)
ChainDive (Sony)
Cold Winter (Vivendi Universal)
Dance Dance Revolution Extreme (Konami)
Dexter's Laboratory (BAM!)
The Fast and the Furious (Vivendi Universal)
Fight Club (Vivendi Universal)
Final Fantasy XII (Square Enix)
The Getaway 2 (Sony)
Grand Theft Auto IV (Rockstar)
Gregory Horror Show (Capcom)
Growlanser Generations (Working Designs)
Gungrave: Overdose (Sega)
Hyper Street Fighter II: Anniversary Edition (Capcom)
Killzone (Sony)
Kingdom Hearts II (Square Enix)
Kuon (Agetec)
Leisure Suit Larry (Vivendi Universal)
Macross (Bandai)
Monster Hunter (Capcom)
Mortal Kombat VI (Midway)
Nanobreaker (Konami)
Naruto (Bandai)
The Nightmare of Druaga (Namco)
Nina (Namco)
Outlaw Golf 2 (Vivendi Universal)
The Punisher (THQ)
Red Ninja: End of Honor (Vivendi Universal)
Scaler (TDK)
Shadow of Rome (Capcom)
Shaman King (Konami)
Siren (Sony)
Smash Court Tennis 2 (Namco)
State of Emergency 2 (Rockstar)
Suikoden IV (Konami)
Terminator 3: Redemption (Atari)
Time Splitters 3 (EA)
Tony Hawk's Underground 2 (Activision)
Virtua Fighter Cyber Generations (Sega)
Way of the Samurai 2 (Capcom)
Wild Arms Alter Code: F (Sony)
Ys VI (Konami)

GAMECUBE

APRIL
He-Man: Defender of Grayskull (TDK)
Micro Mayhem (Jaleco)
Serious Sam: Next Encounter (Take 2)
Space Raiders (Tommo)
Warm Wave, Inc.: Mega Party Games (Nintendo)

MAY
Carmen Sandiego (BAM!)
Custom Robo (Nintendo)
Digimon Rumble Arena 2 (Bandai)
The Legend of Zelda: The Four Swords (Nintendo)
Shrek 2 (Activision)
Splinter Cell: Pandora Tomorrow (Ubi Soft)
World Championship Pool 2004 (Jaleco)

JUNE
Mario Golf (Nintendo)
Mega Man X: Command Mission (Capcom)
Spider-Man 2 (Activision)
Starcraft: Ghost (Vivendi Universal)
Star Fox 2 (Nintendo)
Tom Clancy's Rainbow Six 3 (Ubi Soft)

JULY
NCAA Football 2005 (EA Sports)
Tales of Symphonia (Namco)

AUGUST
Madden NFL 2005 (EA Sports)
Pikmin 2 (Nintendo)
Street Racing Syndicate (Namco)

SEPTEMBER
NARC (Midway)
Zoids: Battle Legends (Atari)
Zoids: Legacy (Atari)

OCTOBER
Armada 2: Star Command (Metro 3D)
Galidor: Defenders of the Outer Dimension (EA)
Killer 7 (Capcom)
X-Men: Legends (Activision)

NOVEMBER
The Lord of the Rings Trilogy (EA)
Resident Evil 4 (Capcom)

POSSIBLE IN 2004
Baten Kaitos (Namco)
Call of Duty: Finest Hour (Activision)
Catwoman (EA)
Donkey Konga (Nintendo)
Dragon Ball Z: Budokai 2 (Atari)
First-Strike: Grant City Anti-Crime (Namco)
Geist (Nintendo)
Giftpia (Nintendo)
Kaiju Island (Sega)
Knight 'N Knight (Sega)
Mario Tennis (Nintendo)
Mortal Kombat VI (Midway)
Naruto (Bandai)
Super Monkey Ball 3 (Sega)
Time Splitters 3 (EA)
Tony Hawk's Underground 2 (Activision)
Virtua Fighter: Cyber Generations (Sega)

XBOX

APRIL
Alias (Acclaim)
Funkmaster Flex's Digital Hitz Factory (Jack of All Games)
Harry Potter and the Prisoner of Azkaban (EA)
Hitman 3: Contracts (Eidos)
Manhunt (Rockstar)
Micro Mayhem (Jaleco)
NBA Ballers (Midway)
Oddworld: Munch's Oddysee 2 (Microsoft)
Red Dead Revolver (Rockstar)

MAY
Digimon Rumble Arena 2 (Bandai)
Headhunter: Redemption (Sega)
Indycar Series 2005 (Codemasters)
Metal Slug 3 (SNK)
MTV Music Generator 3 (Codemasters)
The Mummy (Hip)
Operation Flashpoint (Codemasters)
Pilot Down (Dreamcatcher)
Race Driver 2 (Codemasters)
Rallisport Challenge 2 (Microsoft)
Rent-A-Hero No. 1 (AIA)
Shrek 2 (Activision)
A Sound of Thunder (BAM!)
Thief III (Eidos)
Van Helsing (Vivendi Universal)

JUNE
Chronicle of Riddick (Vivendi Universal)
Dead or Alive Ultimate (Tecmo)
Driv3r (Atari)
Dronez (Metro 3D)
Fable (Microsoft)
Full Spectrum Warrior (THQ)
Hardcore 4 X 4 (XS Games)
MLB Slugfest 2005 (Midway)
Psi-Ops: The Mindgate Conspiracy (Midway)
Shadow Ops: Red Mercury (Atari)
Showdown: Legends of Wrestling (Acclaim)
Spider-Man 2 (Activision)
Starcraft: Ghost (Vivendi Universal)
Sudeki (Microsoft)
Winning Cast (Atlus)

JULY
NCAA Football 2005 (EA Sports)
Silent Hill 4: The Room (Konami)

AUGUST
Justice League of America (Midway)
Madden NFL 2005 (EA Sports)
NARC (Midway)
Star Wars: Battlefront (LucasArts)
The Unseen (Microsoft)

SEPTEMBER
Advent Rising (Majesco)
Area 51 (Microsoft)
Black 9 (Majesco)
Halo 2 (Microsoft)
Kameo: Elements of Power (Microsoft)
Maxxis ATV (Metro 3D)
The Plague of Darkness (Namco)
SVC Chaos: SNK vs. Capcom (SNK)
True Fantasy Live Online (Microsoft)

OCTOBER
100 Bullets (Acclaim)
BloodRayne 2 (Majesco)
Call of Duty: Finest Hour (Activision)
Mortal Kombat VI (Midway)
The Red Star (Acclaim)
Shayde: Monsters vs. Humans (Metro 3D)
Street Racing Syndicate (Namco)
X-Men: Legends (Activision)

NOVEMBER
Armada 2: Star Command (Metro 3D)
Darkwatch: Call of the West (Sammy)
Dead to Rights 2: Hell to Pay (Namco)
Lobo (Kemco)
MechAssault 2 (Microsoft)
Psychonauts (Microsoft)
The Lord of the Rings Trilogy (EA)

POSSIBLE IN 2004
Burnout 3 (EA)
Catwoman (EA)
Conker Live & Uncut (Microsoft)
DOOM III (Activision)
The Fast and the Furious (Vivendi Universal)
Fight Club (Vivendi Universal)
Jade Empire (Microsoft)
Juiced (Acclaim)
Leisure Suit Larry (Vivendi Universal)
Men of Valor: Vietnam (Vivendi Universal)
Mortal Kombat VI (Midway)
Otogi 2 (Sega)
Outlaw Golf 2 (Vivendi Universal)
Phantom Dust (Microsoft)
Red Ninja: End of Honor (Vivendi Universal)
State of Emergency 2 (Rockstar)
Terminator 3: Redemption (Atari)
Time Splitters 3 (EA)
Tom Clancy's Rainbow Six: Raven Shield (Ubi Soft)
Tony Hawk's Underground 2 (Activision)

GAME BOY ADVANCE

APRIL
Bejeweled (Majesco)
Digimon Racing (Bandai)
Hardcore Pool (Telegames)
Metal Slug Advance (SNK)
River City Ransom (Atlus)
Serious Sam Advance (Jack of All Games)
Shining Soul II (Atlus)

MAY
Mario & Donkey Kong (Nintendo)
Mega Man Mania (Capcom)
Shrek 2 (Activision)
Sonic Advance 3 (THQ)
Van Helsing (Vivendi Universal)

JUNE
Astro Boy (Sega)
Duel Masters (Atari)
Dragon Ball Z: Super Sonic Warriors (Atari)
Mario Golf: Advance Tour (Nintendo)
Mega Man Battle Network 4: Red Sun (Capcom)
Mega Man Battle Network 4: Blue Moon (Capcom)
Spider-Man 2 (Activision)

AUGUST
Madden NFL 2005 (EA Sports)
Metal Slug Advance (SNK)

SEPTEMBER
Oggy and the Cockroaches (Telegames)
Zoids: Legacy (Atari)

POSSIBLE IN 2004
Banjo Pilot (THQ)
F-Zero: Legend of Falcon (Nintendo)
Hamtaro: Rainbow Rescue (Nintendo)
Kingdom Hearts: Chain of Memories (Square Enix)
Kirby Star (Nintendo)
Mega Man Zero 3 (Capcom)
Mother 3 (Nintendo)
Pokémon: Fire Red (Nintendo)
Pokémon: Leaf Green (Nintendo)
Shaman King (Konami)

PlayStation 2 tips

007: NIGHTFIRE

Secret Passwords

Choose "Codenames" from the main menu, then choose your custom profile and enter any of the following codes at the "Secret Unlocks" menu. Be sure to choose the "Save Codename" option from the Codename "Edit" menu after entering any of these codes, if you don't, the code's effects will be lost and you'll have to enter it again

PASSPORT—Unlock all missions

PARTY—Unlock all characters in Multiplayer mode

GAMEROOM—Unlock all scenarios in Multiplayer mode

BOOM—Unlock "Explosive Scenery" environmod in Multiplayer mode scenario options

Q LAB—Unlock all gadget and weapon upgrades

Driving Cheats

Enter the following codes at the pause menu during any of the game's "driving" missions (Paris Prelude, Alpine Escape, Enemies Vanquished, Deep Descent or Island Infiltration)

The "speed" and "motion blur" codes can be disabled by entering the same code again

Vehicle Armor—Hold **L1**, press □, △, ↓, ○, ○ and release **L1**

Double Speed—Hold **L1**, press □, △, ○, □, △, ○ and release **L1**

Display Motion Blur—Hold **L1**, press □, ○, ○, □ and release **L1**

Double Speed + Display Motion Blur—Hold **L1**, press □, △, △, □, △, ○ and release **L1**

Drive the Combat Utility Vehicle—Hold **L1**, press □, ○, △, □, △ and release **L1** (Note: This code only works in the Enemies Vanquished mission)

Secret Shelby Cobra race—Hold **L1**, press ○, ○, □, □, △ and release **L1** (Note: This code only works in the Enemies Vanquished mission)

18 WHEELER AMERICAN PRO TRUCKER

Secret Character

At the title screen, press and hold the X button and start a game. Continue holding the X button until the Mode Select Screen appears. Now release X and choose any mode. Nippon Maru will appear as a playable character

4X4 EVOLUTION

Secret Codes

Enter any of the following codes at the title screen. A special message will appear after entering each code correctly.

Unlock all cheat tracks—**L1, L2, R1, R2, L1, R1**

Start with $1,000,000—**L2**, ↓, **R1**, ○, **R1, L1**, ○, **L2**, □, **R2**, □, **R1**

Slow-mo mode—**L1, L2, R1, R2**, □, ○

Warp speed mode—**L1, L2, R1, R2**, □, □

ALIENS VERSUS PREDATOR: EXTINCTION

Cheat Menu

At any time during gameplay, press **START** to pause, then press **R1, R1, L1, R1, L1, L1, R1, L1, R1, R1, L1, R1, L1, L1, R1, L1**. Select "Options," then "Cheats" to access the Cheats menu

AMPLITUDE

Cheat Codes

Enter the following codes at any time during gameplay. You must exit out of the song by selecting "Quit" and start a new song in order for the codes to take effect—selecting the "Restart" option will not activate the codes

Up, Left, Down, Right, Up, Right, Left, Down, □, □, ○, ○, □—All power-ups unlocked

□, ○, □, ○, **Up, Right, Left, Down, Down, Right, Left, Up**—All songs unlocked

X, X, Left, Left, R3, R3, Right, Right—Alternate note positions

L3, L3, L3, R3, R3, R3, L3, R3, L3—Tunnel/Tempest mode

R3, R3, R3, R3, L3, L3, L3, L3, R3—Blurry mode

L3, L3, L3, L3, R3, R3, R3, R3, L3—Monkey Heads for note gems

R3, L3, R3, R3, L3, R3, L3, L3, R3—Black instrument panels

L3, R3, L3, L3, R3, L3, R3, R3, L3—Transparent instrument panels

ARMORED CORE 2

Limiter Release

At any time during gameplay, hold **R2** + **L2** and press **R3** (push the right analog stick into the controller). For the next 40 seconds, your Energy Gauge will not deplete no matter how much you use. However, after the period expires, you'll have no energy at all for another 50 seconds. You may repeat this as many times as you like

ARMY MEN: AIR ATTACK 2

Mission Select

At the main menu, select "Continue Game" then select "Password." Next, enter **Up, X, ○, Up, Left, □, ○, X** as your password. You can now select from any of the 20 missions in the game

BEAT DOWN

Secret Codes

Enter the following codes at any time during gameplay. As you enter each code correctly, you'll hear a special sound effect when you release the **R2** button

2,000 Electricity—Hold **R2** and press △, ↑, ↑, X, △, X

5,000 Plastic—Hold **R2** and press △, ○, □, X, △

Alternate team colors—Hold **R2** and press ↑, △, □, □, X, ○

Super soldiers—Hold **R2** and press ↑, ↑, ↓, ↓, X, ↓, X

Super enemy soldiers—Hold **R2** and press △, △, X, ↑, ↓, △, △

Paratroopers—Hold **R2** and press ○, ↓, △, △

Extra resources for dump trucks—Hold **R2** and press □, □, □, △, ○, X

ATV OFFROAD FURY

Secret Codes

At the main menu, select "Pro-Career," then select any empty slot at the following screen. Next, enter any of the following codes as your name. If you entered a correct code, you'll automatically return to the main menu

C H A C H i N G—Unlock all ATVs

W H A T E X I T—Unlock all tracks

A L L O U T A I—More aggressive opponents

ATV OFFROAD FURY 2

Secret Codes

Select "Profile Editor" from the main menu, then select "Unlock Items" and choose the "Cheats" option. Enter any of the following codes at the next screen that appears. A message will appear to confirm each code

G I V E U P—Unlock almost everything

F L Y P A P E R—Wrecks disabled

G A B R I E L—Unlock San Jacinto Isles

E A T D I R T—Aggressive AI enabled

ATV: QUAD POWER RACING 2

Secret Cheats

At the "Saved Profiles" screen which appears immediately after the title screen, select any empty profile. Next, select any rider and enter any of the following codes at the "Name Your Rider" screen that follows. A special message will appear upon correct entry of each cheat

B U B B A—Unlock all riders

R O A D K I L L—Unlock all tracks

G E N E R A L L E—Unlock all vehicles

D O U B L E B A R R E L—Unlock all challenges

R E D R O O S T E R—Unlock all championships

G I N G H A M—Max stats

F I D D L E R S E L B O W—Max skill level

BACKYARD WRESTLING

Unlock All Characters and Movies

At the main menu, hold **L1** and press X, ↑, ↑, ↓, ↓, ○, X, □, △, ○. You'll hear a confirmation sound when the code is entered correctly

Cheat Codes

At the main menu, hold **L1** and press □, △, ↑, △, ○; you'll hear a sound to confirm correct entry. A "Cheats" option will now be available at the Options menu. Go to the "Create a Wrestler" option and enter any of the following names as your character's name to activate the desired cheat

r t a y l o r—Big Heads

o k e n d a l l—Big Hands

t p i p e r—Big Feet

j o j n t u—Halo

k s i m e o n o v—Greyscale Mode

e w i l l i a m s—Wireframe Mode

e d m a—First Person Camera

j c h e—Player One Invulnerable

c b a r l o w—Player Two Invulnerable

d d a n i e l—Player One Unlimited Supers

j m a x w e l l—Player Two Unlimited Supers

a i t o n—Hardcore Difficulty

BALDUR'S GATE: DARK ALLIANCE II

Item Duplication Trick

You'll need two controllers for this trick. Pause the game and select the "Change Players" menu, then select a new character (preferably Dorn, since he can carry more). Drop whichever items you want to duplicate and have the second player pick them up. Next, save your game and transfer the items back to your primary character. Enter the "Change Players" menu again and import the second character from the fresh save. That character will have the items that you just dropped as well, so you can sell off any duplicates, have them both equip the same item or break items down at the shop and recover gems. With this trick, you can easily build up your inventory of gems and items by duplicating them and gain massive amounts of gold by selling the duplicate items

Invincibility/Level Warp

At any time during gameplay, hold **L1** + **R1** + ○ + X + ↓ and press the **START** button to bring up the cheat menu. You can toggle invincibility on and off and warp to any location in the game from here, even places that you haven't been to previously. You can even warp to levels that you are not supposed to be able to go to, for example, you can go to Zarad's study even when you're not playing as Ysiran

Level Up Cheat

At any time during gameplay, hold **L1** + **R1** + △ + ○ + X + ↓ and press the **L2** button. This cheat automatically levels your character up to level 10, gives you 45 Feat points and gives your character 500,000 gold. Be careful when your character passes level 10, since the code will reset all of your character's stats back to level 10

BATMAN: RISE OF SIN TZU

Cheat Codes

At the title screen, hold **L1** + **L2** + **R1** + **R2** and enter any of the following codes. A text message will appear to confirm correct code entry

Unlock all end game scenes—**Down, Up, Down, Up, Left, Right, Left, Right**

Unlimited Combo meter—**Left, Right, Up, Down, Right, Left, Down, Up**

Unlimited health—**Up, Right, Down, Left, Up, Left, Down, Right**

Unlock all upgrades—**Up, Up, Left, Left, Right, Right, Down, Down**

Unlock Dark Knight difficulty—**Down, Left, Right, Up, Up, Right, Left, Down**

BATTLE ENGINE AQUILA

Cheat Codes

In order for the following codes to work, you must first have a memory card inserted. At the main menu, select "New Game," then enter any of the following codes at the "Choose Game Name" screen

I E V A H I—Unlock all levels

B 4 K 4 2—Unlock "God Mode" option (appears as a menu item in the "Options" submenu of the "Paused" menu)

1 0 5 7 7 0 Y 2—Unlock all 230 Goodies

BATTLESTAR GALACTICA

Cheat Code

Choose "Options" from the main menu, then select "Extras" and press **Up, Down, Down, Left, Left, Left, Left, Right, Right, Left, Left, Up, Up, Left, Left, Down, Left, Right** at the Extras menu. All of the Extras will be unlocked except the movies. This code also adds a new "Cheat Menu" option to the Options menu, use it to toggle invincibility, max out your missiles or set up wingmen options.

Ultimate Wingmen

Choose "Options" from the main menu, then select "Extras" and press **Down, Down, Left, Down, Down, Up, Right, Right** at the Extras menu. Apollo and Starbuck will be assigned as your wingmen, even if you're starting a new game

BIG MUTHA TRUCKERS

Unlock Everything

Select "Options" from the main menu, then select "Cheats" and enter the following codes

V A R L E Y—Unlocks Evil Truck

C H E A T I N G M U T H A T R U C K E R—Unlocks all remaining cheats

BLACK & BRUISED

Cheat Codes

Choose "Setup" from the main menu, then select "Cheat Codes" and enter any of the following codes. To deactivate a code, just enter the same code again

Unlock Intercontinental Mode—**START**, X, X, X, ○, ○, ○, □, ↑, ↑, ↓, ↓, **START**

Unlock all boxers' second skins—**START**, X, **R1**, ○, □, ↓, **START**

Unlock all boxers—**START**, X, ○, □, □, **R1, R1**, ↓, ○, X, **START**

Unlock Scrap Yard scene—**START**, ○, **R1**, ○, **R1**, X, X, **START**

Unlock conversation mode—**START**, **R1**, X, ○, ↓, **R1, R1, R1, START**

Invulnerability—**START**, X, X, ○, ○, **R1, R1**, □, ↓, **START** (or enter on Controller 2 for Boxer 2)

Unlock all chapters in "Boxer's Life" mode—**START**, X, □, ○, **R1**, X, □, ○, **R1, START**

Double speed—**START, R1, R1, R1, R1, R1, R1, R1, R1, R1, R1, START**

Constant Powerup—**START**, X, ○, X, ○, X, ○, ↓, □, □, **START** (or enter on Controller 2 for Boxer 2)

BLOOD OMEN 2

Cheat Code

At the main menu, press **L1, R1, L2, R2**, ↓, ○, △. You'll hear a special sound effect after entering the code correctly. When you start a new game, you'll begin with the Soul Reaver and Iron Armor

BLOODRAYNE

Secret Codes

From the main menu, select "Options," then select "Enter Cheat" and enter any of the following codes. You can also access the Cheats menu from the Pause menu. All of the cheats except the first one must be toggled on by accessing the Cheats menu in this way after entry

ON THE LEVEL—Enable level select

TRI ASSASSIN DONT DIE—Unlock God Mode

LAME YANKEE DONT FEED—Unlock Restore Health

ANGRY XXX INSANE HOOKER—Unlock Full Bloodlust

NAKED NASTY D SHWASHER DANCE—Unlock Time Factor parameter

DONT FART ON OSCAR—Unlock Enemies parameter

SHOW ME MY WEAPONS—Unlock Show Weapons on Body

INSANE GIBS MODE GOOD—Unlock Gratuitous Dismemberment

JUGGY DANCE SQUAD—Unlock Juggy Mode

BLOWOUT

Cheat Codes

At any time during gameplay, press **START** to pause the game, then enter the "Cheats" menu and enter any of the following codes

N O P A I N N O C A N E—Invincibility

C A N E R E A D Y T O R O C K—Restore health

F R I E N D L I E S T G O D I N G A L A X Y—Weapon level up

C H A R L I E H U S T L E O V E R D R E S S E D R O M E O—All weapons

F I S H I N A B A R R E L—Unlimited ammo

COOLLEVELCHEATCODE—Open all levels
ANYANDALLCODE—Unlock doors
CHARLIEALPHANOVEMBERECHO—Time factor enabled
CHARLIEOSCARLIMADELTA—Freeze enemies
YESTERDAYYOURZEBRADIE—Clear map
BUTTCHEATCANSURPRISE—Big head mode
DEADREDPARTYSHOES—Big feet mode

CONTRA: SHATTERED SOLDIER

30 Lives
At the main menu, press **Up, Up, Down, Down, L1, R1, L2, R2, L3, R3** on Controller 2. You'll hear a special sound effect after entering it correctly, after which you'll start a game with 30 lives.

DEAD TO RIGHTS

Secret Cheats
Enter any of the following cheats at the main menu. A special message will appear in the middle of the screen to confirm entry.
Unlock all levels, mini games and movies—**Hold L1 + L2 + R1 + R2** and press **Down, Left, Down, △, Down**
10 000 bullets mode—**Hold L1 + L2 + R1 + R2** and press **Up, Left, Down, Right, ○**
Bloomstick mode—**Hold L1 + L2 + R1 + R2** and press **Right, ○, ○, ○**
Chow Yun Jack mode—**Hold L1 + L2 + R1 + R2** and press **△, ○, Up, Up, Up**
Unlock all disarms—**Hold L1 + L2 + R1 + R2** and press **□, □, ○, ○, Right**
Wussy mode—**Hold L1 + L2 + R1 + R2** and press **△, Left, △, Up, Down**
Precursor mode—**Hold L1 + L2 + R1 + R2** and press **Up, Up, Down, Down, Up**

DEUS EX: THE CONSPIRACY

Cheat Code
At any time during gameplay, press **SELECT** to enter the Goals/Notes/Images screen. Next, press **L2, R2, L1, R1, START, START, START**. An additional menu item called "Cheats" will immediately appear on this screen.

DISNEY'S EXTREME SKATE ADVENTURE

Cheat Codes
Select "Options" from the main menu, then select "Cheat Codes" and enter any of the following codes (all in lowercase)
friendsofbob—Unlock all characters
extremepassport—Unlock all stages
supercharger—Special meter always full
sweetthreads—Unlock all items in Create-a-Skater menu
marin—Unlock *Toy Story* video
savanna—Unlock *Lion King* video
nugget—Unlock *Tarzan* video

DOWNFORCE

Secret Codes
Enter any of the following codes at the main menu. After entering each one correctly, the car selection screen will appear and you'll automatically proceed to the corresponding game mode.
Access Crash Arena for one player—**Left, Right, Right, ↓, Down, △, △, □**
Access Crash Arena for two players—**Right, Left, Left, ○, Up, △**
Unlock all Trophy stages—**Right, Right, ○, Left, L1, ○, R1, ○**
Unlock all Championship modes—**Down, ↑, Up, Down, ↓, R1, L1**

DOWNHILL DOMINATION

Cheat Codes
The following codes will work in the one-player "Single Event," "Career," "Arcade" and "Training" modes. At any time during gameplay (but not while paused), quickly enter the master code: **Up, △, Down, ↓, Left, ○, Right, ↓**. A confirmation message will appear to confirm that the codes are unlocked. Now you can enter any of the following codes:
Infinite bottles—**Up, ×, Left, Left, ○, ○**
Speed freak—**Down, △, Right, Right**
Super smack combat—**Left, Right, △, Up**
Extra smack time—**Left, Right, Down, Down**
Unlock Pro rider bios—**Right, Left, Left, Up, △**
Unlock Fantasy rider bios—**Right, Left, Left, Up, ×**
Unlock DH video clips—**Right, Left, Left, Down**
Unlock all videos—**Right, Left, Left, Down, Down, ○**
Super bounce—**Left, ↑, ×, Up, △**
Anti gravity—**Down, △, ↓, ↓, ↓, Up**
Mega flip—**Right, Up, Up, Right, Right**
Super bunny hop—**Up, ×, Left, ↑, Up**
Adrenaline boost—**Down, Left, Left, Right**
Stoke trick meter—**Down, Left, Left, Right, Right**
Combat upgrade—**Up, Down, Left, Left, Right**
Upgrade to bottle—**Up, Down, Left, Left, Right, Right**
Combat free—**Left, ↓, ○, ↑, Left**
Cash—**Right, △, △, Left**
More cash—**Right, Up, Up, ↓, ↓**
Always stoked—**Down, □, □, Left, ○**
Energy restore—**Down, Right, Right, Left, Left**
Unlock everything—**Down, Up, Up, Down, Down, Up, Up**
Buy everything—**Up, Down, ×, △, Up, ×, Down**
Note: All codes—including the master code—must be entered quickly. To disable a code's effects, just enter it again.

DR. MUTO

Select "Cheat Codes" from the main menu and enter any of the following codes:
TINKERTOY—Every gadget
CHEATERBOY—Never take damage
NECROSCOPE—Invincibility
EUREKA—Unlock every morph
BEAMMEUP—Go anywhere
LOGGLOGGS—Secret morphs
HOTTICKET—See movies
BUZZOFF—Super ending

DRAGON BALL Z: BUDOKAI 2

Earn All Capsules
Choose "Edit Skills" from the main menu and choose your memory card. At the Edit Skills menu, highlight "Skill List" and press **×** to enter it, then hold the **L2** button and press **△** to return to the Edit Skills menu. Each time you do this, up to five random capsules will be added to your collected skills. If you do this repeatedly—simply hold **L2** and keep entering and exiting the skill list—you'll see your skill percentage continue to rise until you eventually unlock everything in the game. (Note: As you approach 100%, it takes longer to get the last few capsules because you'll keep getting duplicates of capsules you already own.)

DRAKAN: THE ANCIENT'S GATES

Secret Codes
At any time during gameplay, press and hold **L1**, then **R2**, then **L2**, then **R1**. While continuing to hold all four buttons, enter any of the following codes. A special message will appear on the screen after you've entered a correct code.
Add 10,000 gold to your inventory—**○, □, Right, Left, ×, △, Down, Up**
Increase your experience level by 1—**□, △, ○, ×, Right, Down, Left, Up**
Unlock all spells and increase their level by 1—**Up, Down, Left, Right, Right, Left, Down, Up**
Full Health and Mana—**△, Down, ○, Left, □, Right, ×, Up**
Invincibility—**×, Down, △, Up, ○, Right, □, Left**

DROPSHIP: UNITED PEACE FORCE

Cheat Codes
At the Main Menu, select "Classified Files" and enter any of the following codes:
TEAMBUDDIES—God Mode
BLASTRADIUS—Unlimited ammo
KINGSLEE—Unlock all missions
KREUZLER—Bonus Mission 1
SHEARER—Bonus Mission 2
UBERDOOPER—Bonus Mission 3

Bonus Mini-Game
After entering the "UBERDOOPER" code as described above, wait for the video sequence to begin. When it does, immediately hold **Up** on the left analog stick and press **□, △, O, △, ↓, O** to access the mini game. Press **×** to walk and **△** to change views.

ENTER THE MATRIX

Cheat Codes
Select "Hacking" from the main menu. (You must have a previously saved game on your memory card to access the Hacking option.) At the "A:\>" prompt, enter "CHEAT.EXE" and hit the "Return" button, a message will confirm that you are in cheat mode. To enter each of the following codes, you must input "CHEAT" and a space, then the cheat code (e.g. "CHEAT 0034AFF7") followed by a Return, or you can simply select "CHEAT" from the Command List menu, then enter the code and hit Return. A message will appear to confirm each time you enter a code correctly.
0034AFF7—All weapons unlocked
1DDF2556—Infinite ammo
69E5D9E4—Infinite Focus
7F4DF451—Infinite health
13D2C77F—Unlock Bonus Test Level
FFFFFFF1—Invisibility (enemies can't see you)
D5C55D1E—Multiplayer Fighting
7867F443—Faster Logos Flight Speed

ESPN NBA BASKETBALL

Unlock All 24/7 Items
Create a new player in 24/7 mode, change his first name to "HUNT" and change his last name to "STREASURE" (be sure to use all capital letters). When you check the "Items" menu, you'll find every item unlocked.

FATHER TIME

Cheat Codes
Enter any of the following codes at the main title screen.
Unlock all levels—**△, △, △, □, □, ○, □, △, ○, ↓, △, ↓, □, △, ○, △, △**
Invincibility—**△, □, □, ○, ○, ○, △, △, □, □, □, ○, □, ○, ○, ○, □, △, ○, ○, ○, □, ○, △, ○, ○, □, ○, ○, ○, △**
View credits—**△, □, ○, △, △, □, ○, △, □, ○, △, ↓, △, □, ○, △, □, ○, △, □, ○**
Unlock secret level / view cinematics—**△, □, ○, □, △, △, □, ○, ○, □, △, △, ○, □, △, □, ○, □, △**

FREAKY FLYERS

Unlock Everything
At the Profile Select screen, select "New" and enter the name "ZENBU" to unlock all characters, levels, mini-games and specials.

FREQUENCY

Secret Codes
At the title screen, press **Down, Right, Up, Left, Left, Up, Right, Down**. You'll hear a special sound effect upon entering the code correctly. Next, enter any of the following codes during gameplay:
Automatically capture an Autocatcher—**Left, Right, Right, Left, Up**
Automatically capture a Multiplier—**Right, Left, Left, Right, Up**
Remove track graphics—**Down, Up, Down, Up, Right, Left, Left, Right**
Blurry graphics—**Down, Up, Up, Down, Down, Up, Up, Down**

FROGGER'S ADVENTURES: THE RESCUE

99 Lives
At any time during gameplay, press **START** to pause the game, then press **Up, Up, Down, Down, Left, Right, Left, Right, L1, R1**

FUGITIVE HUNTER: WAR ON TERROR

Cheats Menu
At the title screen—when the words "Press START Button" appear—press the ○ button five times, then press the □ button four times; you'll hear a sound effect to confirm the code. Now select "Special Features" from the main menu; you'll find a new "Cheats" option that gives you access to the following features:
All Fugitives—Unlocks all fugitives so you don't have to play the levels in order.
Invincibility—You are unharmed by enemy fire, explosions, fire or falling damage.
Infinite Ammo—Unlimited ammunition for all weapons.
All Weapons—All of the weapons that can be acquired in each mission are in your inventory from the start of the mission.

Bin Laden Cheat
At any time during the Afghanistan-Pakistan Border mission at the start of the game, press **START** to pause, then press **○, ○, □, □, □, R2** at the pause menu. You'll hear a sound effect to confirm the code. With this code in place, every sixth enemy that appears will be Osama Bin Laden or a Bin Laden "double," so you can kill him over and over again, as many times as you like.

FUTURAMA

Cheat Codes
At any time during the game, hold **L1 + L2** and enter any of the following codes:
Invincibility—**Down, □, △, Down, □, △, ○, ×, R2, △, SELECT**
Max ammo—**Down, □, △, Down, □, △, ○, ×, R2, Right, SELECT**
Max Special Move charges—**Down, □, △, Down, □, △, ○, ×, R2, Left, SELECT**
Five additional lives—**Down, □, △, Down, □, △, ○, ×, R2, Down, SELECT**
Refill health meter—**Down, □, △, Down, □, △, ○, ×, R2, Up, SELECT**
Unlock all movies, music and gallery pictures—**Down, □, △, Down, □, △, ○, ×, R2, ○, SELECT**
Enable FMV skip—**Down, □, △, Down, □, △, ○, ×, Up, Up, SELECT** (note: this code enables you to skip any video sequence by pressing the **START** button, even if you're watching it for the first time)

GAUNTLET: DARK LEGACY

Secret Codes
Enter any of the following codes as your character's name when you begin a new game. All effects are permanent.
INVULN—Invulnerability
000000—Invisibility
SSHOTS—Super shots
MENAGE—3-Way shots
REFLEX—Reflecting shots
PEEKLN—X-ray vision
PURPLE—Full Turbo
DELTA1—Giant player, tiny enemies
ALLFUL—Start with 9 Potions, 9 Keys
10000K—Start with 10,000 Gold
EGG911—Play as Pojo the chicken

THE GETAWAY

Cheat Codes
Enter any of the following codes during the video sequence that appears at the start of the game (before you hit **START** to access the main menu). You'll hear a scream and the screen will flash yellow to confirm each code. To disable a code's effects, just enter the same code again; you'll hear the sound of breaking glass to confirm.
Extra health—**Up, Up, Left, Left, Right, Right, ○, ○, Down**
Infinite ammo + no reloading—**Up, Down, Left, Right, △, Up, Down, Left, Right, □**
Unlock Extra Features (Free Roaming mode and Credits)—**△, △, △, Left, □, △, △, △, Left, ○** (Note: Entering this code again will not disable its effects)
Enable armored car weapon during missions—**Up, Down, Left, Right, □, □, △, ○** (Note: The armored car is located on the other side of a fence across the street from St. James Park, roughly between Buckingham Palace and Westminster Abbey. In Free Roaming mode, this vehicle has a weapon which can be fired by pressing the **L3** button, but the weapon is disabled during missions; using this code will allow you to fire the armored car's weapon during missions.)

GIANTS: CITIZEN KABUTO

Secret Codes
Enter any of the following codes at the "Player ID" screen that appears whenever you start a new game. You'll hear a roaring sound effect after entering a correct code.
ALPUN—Unlock the Cheats menu from within the "Extras" menu
XTRASE—During gameplay, △ will toggle between a front and rear view
ANGRY—During gameplay, graphics are colored red and black
SNIPEME—During gameplay, graphics are colored green and yellow
UDDOIT2—During gameplay, graphics are colored blue and yellow
DOROTHY—During gameplay, graphics are rainbow colored

GOBLIN COMMANDER: UNLEASH THE HORDE

Cheat Codes
At the main menu, press **L1 + R1 + △ + Down** and continue to hold them down for three seconds; a message will appear to confirm that the cheat mode has been turned on. Now you can enter any of the following codes:
Access all levels—**△, △, △, L1, R1, L1, L1, R1, R1, △, △, △, L1, R1, R1, L1, R1, L1, L1, R1, L1, R1, L1, L1, R1, L1, L1, R1, L1, R1, R1, △, △, △**
God mode—**R1, R1, R1, L1, L1, L1, R1, L1, △, R1**
Auto-win—**R1, R1, L1, L1, L1, R1, R1, △, △, △**
100 gold—**L1, R1, R1, R1, R1, L1, △, L1, L1, L1**
100 souls—**R1, L1, L1, L1, L1, R1, △, R1, R1, R1**
1,000 gold and 1,000 souls—**R1, R1, L1, R1, R1, △, △, △, L1, L1**
Fog of War—**R1, L1, R1, R1, L1, L1, △, △, L1, R1**
50% game speed—**L1, L1, L1, L1, L1, △, △, △, △, R1**
200% game speed—**R1, R1, R1, R1, R1, L1, △, R1, R1, R1**

GRADIUS III AND IV

All Power-Ups
At any time during gameplay, press **START** to pause the game, then enter any of the fol-

lowing codes. Each one will take effect immediately after pressing **START** again to unpause. Remember, these codes will only work if the "Game Level" setting in Option Mode is set to 3 or lower. Even then, you may only use either code a number of times equal to 1 + the number of stages you've cleared in your current game

All Power-ups plus Laser—Press **Up, Up, Down, Down, Left, Right, Left, Right**, X, O

All Power-ups plus Double—Press **Up, Up, Down, Down, Left, Right, Left, Right**, □, △

GRAN TURISMO 3 A-SPEC

Professional Difficulty

Before starting a race in Arcade mode, set the difficulty to "Hard," then hold **L1 + R1**; the "Professional" difficulty setting can now be selected

GRAND THEFT AUTO III

Secret Codes

Enter the following cheat codes at any time during the game (but not while paused). Each time you enter a code successfully, a message will appear in the upper left corner of the screen to confirm. Note: Most of the codes cannot be deactivated once you've turned them on; you must reset the PlayStation 2 in order to restore the game to normal. **Do not save your game after entering codes**; if you do, the codes may be permanently activated in your save file. To keep your saved game from being affected, **remove your memory card before entering any cheat codes** and leave it out until after you turn off the PS2.

100 Health—**R2, R2, L1, R1, Left, Down, Right, Up, Left, Down, Right, Up**

100 Armor—**R2, R2, L1, L2, Left, Down, Right, Up, Left, Down, Right, Up**

All weapons—**R2, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right, Up**

$250,000—**R2, R2, L1, L1, Left, Down, Right, Up, Left, Down, Right, Up**

"Wanted" level 0—**R2, R2, L1, R2, Up, Down, Up, Down, Up, Down**

"Wanted" level +2—**R2, R2, L1, R2, Left, Right, Left, Right, Left, Right**

Certain weapons can decapitate and dismember—□, **L1**, O, **Down, L1, R1**, △, **Right, L1**, X (try it with the assault rifle or sniper rifle. Note: There will be no confirmation message or sound effect when you enter this code)

Fast game clock—O, O, O, □, □, □, □, **L1**, △, O, △

Slower game speed—△, **Up, Right, Down, R2, R1, R2** (enter this code repeatedly to increase its effect)

Faster game speed—△, **Up, Right, Down**, □, **L1, L2** (enter this code repeatedly to increase its effect)

Pedestrians have weapons—**R2, R1**, △, X, **L2, L1, Up, Down**

Pedestrians riot—**Down, Up, Left, Up**, X, **R1, R2, L2, L1**

Pedestrians attack you—**Down, Up, Left, Up**, X, **R1, R2, L1, L2**

All vehicles explode—**L2, R2, L1, R1, L2, R2**, △, □, O, △, **L2, L1**

Invisible vehicles—**L1, L1**, □, **R2**, △, **L1**, △

Better vehicle handling—**R1, L1, R2, L1, Left, R1, R1**, △ (with this code in place, press **L3**—push the left analog joystick—to make your vehicle jump)

Cars can fly for short distances—**Right, R2**, O, **R1, L2, Down, L1, R1**

Play as a pedestrian—**Right, Down, Left, Up, L1, L2, Up, Left, Down, Right** (enter this code repeatedly to change into different characters. Note: This code may not work unless your character is wearing his "street" clothes—the jacket and jeans—when you enter it)

Rhino tank appears—O, O, O, O, O, O, **R1, L2, L1**, △, O, △

Clear weather—**L1, L2, R1, R2, R2, R1, L2**, △

Cloudy weather—**L1, L2, R1, R2, R2, R1, L2**, X

Rain—**L1, L2, R1, R2, R2, R1, L2**, O

Fog—**L1, L2, R1, R2, R2, R1, L2**, X

GRAND THEFT AUTO: VICE CITY

Secret Cheat Codes

Enter the following cheat codes at any time during the game (but not while paused). Each time you enter a code successfully, a message will appear in the upper left corner of the screen to confirm. Note: Most of the codes cannot be deactivated once you've turned them on; you must reset the PlayStation 2 in order to restore the game to normal. **Do not save your game after entering codes**; if you do, the codes may be permanently activated in your save file. To keep your saved game from being affected, **remove your memory card before entering any cheat codes** and leave it out until after you turn off the PS2. Also, some codes may cause unpredictable results which may cause the game to "crash," especially if you have several codes in effect at once. Codes that modify the appearance or behavior of vehicles or pedestrians will usually not affect those that are already in the immediate vicinity; you'll see the effects when new vehicles or pedestrians appear. The codes that cause vehicles to appear may not work if you're too far from a street or other area where vehicles are allowed to drive

100 Health—**R1, R2, L1**, O, **Left, Down, Right, Up, Left, Down, Right, Up**

100 Armor—**R1, R2, L1**, X, **Left, Down, Right, Up, Left, Down, Right, Up**

All normal weapons—**R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right, Up**

All medium weapons—**R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Down, Left**

All powerful weapons—**R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Down, Down**

"Wanted" level +2—**R1, R1**, O, **R2, Up, Down, Up, Down, Up, Down**

Suicide—**Right, L2, Down, R1, Left, Left, R1, L1, L2, L1**

Fast game clock—O, O, **L1**, □, **L1**, □, □, □, **L1**, △, O, △

Slower game speed—△, **Up, Right, Down, R2, R1** (enter this code repeatedly to increase its effect)

Faster game speed—△, **Up, Right, Down, L2, L1**, □ (enter this code repeatedly to increase its effect)

Pedestrians have weapons—**R2, R1**, X, △, X, △, **Up, Down**

Pedestrians riot—**Down, Left, Up**, X, **R1, R2, L2, L1**

Pedestrians attack you—**Down, Up, Up, Up**, X, **R2, R1, L2, L1**

Display pursuit data—O, **L1, Down, L2, Left**, X, **R1, L1, Right**, X (If you are being pursued by the police, your current and maximum "chase" level will be displayed beneath your "Wanted" level along with updates about any news coverage you receive)

Certain women follow you—O, X, **L1, L1, R2**, X, X, O, △ (Note: As your stats increase and you earn more money and better clothes, you will attract a wider variety of women)

Nearest pedestrian gets in your vehicle—O, **Right, Up, L1**, □, **R1** (Note: This code will only register if you're in a vehicle and there is a pedestrian close by)

Gangsters at the properties you own are women in bikinis with guns—**Right, L1**, O, **L2, Left**, X, **R1, L1, L1**, X

All cars explode—**R2, L2, R1, L1, L2, R2**, △, O, △, **L2, L1**

More aggressive drivers—**R2**, O, **R1, L2, Left, R1, L1, R2, L2**

All traffic lights remain green—**Right, R1, Up, L2, L2, Left, R1, L1, R1, R1**

Invisible vehicles—△, **L1**, △, **R2**, □, **L1, L1**

Increase tire size for certain sports cars—**R1**, X, △, **Right, R2**, △, **Up, Down**. (Note: This code can be entered repeatedly to increase its effects, but it will not register again unless you reload a saved game or completely restart a new game)

All randomly-colored vehicles are black—O, **L2, Up, R1, Left**, X, **R1, L1, Left**, O

All randomly-colored vehicles are pink—O, **L1, Down, L2, Left**, X, **R1, L1, Right**, O

Cars can fly for short distances—**Right, R2**, O, **R1, L2, Down, L1, R1**

Boats can fly for short distances—**R2**, O, **Up, L1, Right, R1, Right, Up**, △

Better vehicle handling—△, **R1, R1, Left, R1, L1, R2, L1** (with this code in place, press **L3** to make your vehicle jump)

Cars can drive over water—**Right, R2**, O, **R1, L2**, □, **R1, R2**

Play as Lance Vance—O, **L2, Left**, X, **R1, L1**, X, **L1**

Play as Candy Suxxx—O, **R2, Down, R1, Left, Right, R1, L1**, X, **L2**

Play as Ken Rosenberg—**Right, L1, Up, L2, L1, Right, R1, L1**, X, **R1**

Play as Hilary King—**R1**, O, **R2, L1, Right, R1, L1**, X, **R2**

Play as Jezz Torrent—**Down, L1, Down, L2, Left**, X, **R1, L1**, X, X

Play as Phil Cassidy—**Right, R1, Up, R2, L1, Right, R1, L1, Right**, O

Play as Sonny Forelli—O, **L1**, O, **L2, Left**, X, **R1, L1**, X, X

Play as Mercedes—**R2, L1, Up, L1, Right, R1, Right, Up**, O, △

Play as Dick—**R1, L2, R2, L1, Right, R2, Left**, X, **L1**

Play as Ricardo Diaz—**L1, L2, R1, R2, Down, L1, R2, L2**

Play as a pedestrian—**Right, Right, Left, Up, L1, L2, Left, Up, Down, Right** (enter this code repeatedly to change into different characters. Note: This code may not work unless Tommy is wearing his default "street" clothes when you enter it)

Bloodring Banger #1 appears—**Down, R1**, □, **L2, L2**, X, **R1, L1, Left, Left**

Bloodring Banger #2 appears—**Up, Right, Right, L1, Right, Up**, □, **L2**

Hotring Racer #1 appears—**R1**, □, **R2, Right, L1, L2**, X, X, □, **R1**

Hotring Racer #2 appears—**R2, L1**, O, **Right, L1, R1, Right, Up**, □, **R2**

Sabre Turbo appears—**Right, L2, Down, L2, L2, R1, L1**, O, **Left**

Romero's Hearse appears—**Down, R2, Down, R1, L2, Left, R1, L1, Left, Right**

Love Fist limousine appears—**R2, Up, L2, Left, Left, R1, L1**, O, **Right**

Caddy appears—O, **L1, Up, R1, L2**, X, **R1, L1**, □, X

Trashmaster appears—O, **R1**, O, **R1, Left, Left, R1, L1**, O, **Right**

Rhino tank appears—O, O, **L1**, □, **L1, L2, R1**, △, O, △

Clear weather—**R2**, X, **L1, L1, L2, L2, L2, Down**

Cloudy weather—**R2**, X, **L1, L1, L2, L2, L2**, △

Overcast sky—**R2**, X, **L1, L1, L2, L2, L2**

Rain—**R2**, X, **L1, L1, L2, L2, L2**

Fog—**R2**, X, **L1, L1, L2, L2, L2**, X

GRAVITY GAMES BIKE: STREET + VERT + DIRT

Unlock Everything

Select "Options" from the main menu, then select "Cheat Codes" and enter the code "LOTACRAP" to unlock all characters, levels, bikes and videos

THE GREAT ESCAPE

Cheat Codes

Enter the following codes at the main menu

Unlock "Select Level" and "The Greatest Escape" options—□, **L2**, □, **R2**, O, **R1**, O, **L1, L2, R2**

View all cinematic sequences—**L2, L1**, □, **R2, R1**, □, O, **L1, R1** (press X to skip to each new scene)

GUILTY GEAR X

Unlock Dizzy & Testament

At the title screen, when the words "Press Start" appear, press **Down, Right, Right, Up, START**. You'll hear a special sound effect after entering the code correctly

GUNGRIFFON BLAZE

Cheat Code

Choose "Make Pilot" from the main menu and create a new pilot, giving it the name "FAF MASTER!" Set the Nation to "Mexico" and the Sex to "Female." Then save. When you play a game with this pilot, you'll start with 12 two-round units of the super-powerful Fuel Air Explosion weapon

HIGH HEAT MAJOR LEAGUE BASEBALL 2004

Secret "Game Edit" Menu

During a game while a player is up to bat, press **START** to pause. When the pause menu appears, press □, O, O, **L1, R1**. You'll hear the announcers laugh to confirm the code. With this code in place, you can call up a cheat menu by pressing **L1 + R1** at the pause menu. Here you can adjust many of the game's parameters, including the score, the inning and the number of balls, strikes or outs

HITMAN 2: SILENT ASSASSIN

Cheat Codes

Enter any of the following codes at any time during gameplay. You'll receive special confirmation after entering a correct code

Level skip—**R2, L2, Up, Down**, X, **L3**, O, X, X

Hitman full heal—**R2, L2, Up, Down**, X, **Up, Down**

Lethal Charge on—**R2, L2, Up, Down**, X, **R1, R1**

Megaforce—**R2, L2, Up, Down**, X, **R2, R2**

Gravity off—**R2, L2, Up, Down**, X, **L2, L2**

Bomb on—**R2, L2, Up, Down**, X, **Up, L1**

Nailgun on—**R2, L2, Up, Down**, X, **L1, L1**

Slo mo on—**R2, L2, Up, Down**, X, **Up, L2**

HULK

Cheat Codes

Choose "Options" from the main menu, then select "Code Input" and enter any of the following codes. The effects of the codes must be toggled on after entry by accessing the "Cheats" menu under "Special Features."

G M M S K I N—Unlock "Invulnerability" cheat

F L S H W N D—Unlock "Regenerator" cheat

A N G M N G T—Unlock "Full Rage Meter" cheat

G R N C H T R—Unlock "Unlimited Continues" cheat

H L T H E S S E—Unlock "Double Hulk's HP" cheat

B R N G I T N—Unlock "Double All Enemies HP" cheat

M M M Y H L P—Unlock "Half All Enemies HP" cheat

F S T O F R Y—Unlock "Wicked punch" cheat

B R C E S T N—Unlock "Puzzle Solved" cheat

N M B T H I H—Unlock "Reset High Score" cheat

T R U B L V R—Unlock "All levels" cheat

Additional Cheats

The following codes can only be entered at a "Universal Code Input" terminal within the game; the first one is located in the "Military Station" stage

J A N I T O R—Unlock "Gray Hulk" cheat

S A N F R A N—Unlock "Hulk Transformed" in Movie Art

P I T B U L L—Unlock "Hulk vs. Hulk Dogs" in Movie Art

F I F T E E N—Unlock "Desert Battle" in Movie Art

N A N O M E D—Unlock "Hulk Movie FX" in Hulk Unleashed

HUNTER THE RECKONING: WAYWARD

Cheat Codes

Enter any of the following codes quickly at any time during gameplay; you'll hear a confirmation noise each time you enter a code correctly. Note that you must enter the "enable cheats" code first before any of the other codes will work. You can re-enter any code to toggle its effects off. Note that only the "max Edges" code carries over from one mission to the next; all of the remaining cheats must be re-entered at the start of each new mission

Enable cheats—□, □, △, X, **L1 L1, Left, Left**

Refill health meter—△, △, O, □, □, **L1, L2, R1**

Invincibility—**Right, Right, Right**, X, **Up, Up**

Refill ammunition—**Right, Right, Right, Right, Up, Down, Up, Down**

Unlimited ammo—X, □, **Up, Down, Down**

Blade weapons do more damage—**Down, Down, R1, R1, Up**, X, **Up**

Max Edges—**L1, L1**, □, **Down, Down, Up, Down**

No Conviction cost for Edges—**L2, Up**, X, **Up, Down, Down**

Tough monsters (monsters do more damage and are harder to kill)—□, □, △, □, **L2, L2, Up, Down**

Turn monsters on/off—□, □, □, **L1 L1, Down, Down**

Unlock All Weapons

While inside the Hunter Headquarters, enter the "Enable Cheats" code as explained above, then quickly press □, X, O, X, **Up, Down, Up, Down**, you should hear a confirmation sound. Now check the Mission Board and select your mission. After you select your character and the Weapons Select screen appears, press the □ button to unlock all of the weapons

I-NINJA

Cheat Codes

At any time during gameplay, pause the game and enter the following codes

Sword upgrade—**Hold L1 + R1** and press □, □, □, O; release **R1**, hold **L1** and press □, release **L1**, hold **R1** and press □, □, □ (This code can only be entered during missions, it can't be used in "Collect the Red Coins" or "Find All the Enemies" missions)

Big head mode—**Hold R1** and press □, release **R1**, hold **L1** and press □, release **L1**, hold **L1 + R1** and press □

INDYCAR SERIES

Cheat Codes

Select "Player Profile" from the main menu and choose the "Create Player" option. Enter either of the following words as your player's name to activate the corresponding cheat (note the lowercase letters in each name)

a L L i C A R D S—Unlock all the trading cards

p O L E—Start in the pole position in the Indy 500

INTELLIVISION LIVES!

B-17 Bomber Cheat Code

At the *B-17 Bomber* title screen (where it says "Intellivision Presents *B-17 Bomber*"), press the **SELECT** button to call up the keypad, then

enter the following code: Highlight the "0" position (bottom row, center) and press X, then highlight the "1" position (top row, left) and press X. You'll start the game with unlimited fuel and 200 bombs

Thin Ice Alternate Game

Choose *Thin Ice* from the "Arcade" game menu, highlight "Play!" and press X. When the controller configuration screen appears, hold the **R2** button on Controller 2 and press X on Controller 1 to play *Voochko* on ice, an alternate version of *Thin Ice* starring Voochko the Wolf, mascot of the XIV Winter Olympic Games

JEREMY MCGRATH SUPERCROSS WORLD

Secret Codes

Enter the following codes at the main menu After entering each one correctly, you'll see a text message appear briefly at the bottom left corner of the screen

Low gravity—**R2, L1**, □, ○, ○, ○

Infinite turbo—**Up, Up, Up, Up, R1**, △, ○

JURASSIC PARK: OPERATION GENESIS

Secret Codes

Enter any of the following codes during gameplay while nothing is selected and no menus are open

Increase park budget by $250,000—**L1, Right, Right, L1, R1, Down**

All research completed—**Down, Down, Down, Left, Right, L1, Down, Up**

All dinosaurs in your park are given 100% DNA—**R1, Up, R1, Right, L1, Down**

Visitor fatalities cost you nothing—**R1, Left, Down, Down, Down, Down**

All visitors in your park get 100% satisfaction—**R1, Down, L1, Up, Up, Up**

Increase your park rating to three stars—**L1, R1, Down, Down, L1, Right**

Fossil market event occurs—**Down, L1, R1, Down**

Unlock all fossil hunt regions—**Left, Down, Right, Up, L1, R1, L1, R1**

Unlock Missions—**R1, Right, Right, Right, Right, R1**

Weather is always sunny—**R1, R1, Right, Left, Up, Right**

All fences upgraded to high security fences—**L1, Left, Left, R1, R1, Right**

Your park is free from disease—**Up, Up, R1, L1, Up, Up**

No dinosaurs become stressed—**L1, Left, Up, Left, Up, Left, L1**

KYA: DARK LINEAGE

Unlock Gallery Landscapes, Characters and Renders

At the main menu, press △, **Up**, ○, **Right, Down, Down**, □, **Left**, △, **Up**, ○, **Right, Down, Down**, □, **Left**, △, **Up**, ○, **Right, Down, Down**, □, **Left**.

Restore Health

At any time during gameplay, press **START** to pause, then enter **L1, R2, L2, R1, Up, Up, Left, Right**, ○, **START, START**

LE MANS 24 HOURS

Secret Codes

At the main menu, select "Championship," then proceed through the prompts until you reach the "Name Entry" screen Next, enter any of the following codes as your name You'll hear a special sound effect after entering a correct code

N U M B A T—Unlock all Championships

S P E E D Y—Unlock all tracks

A C O—Unlock all cars

LEGENDS OF WRESTLING

Unlock All Wrestlers

At the main menu, press **Up, Up, Down, Down, Left, Right, Left, Right**, △, △, □. A special message will appear after entering the code correctly

LEGO RACERS 2

Secret Codes

At any time during gameplay, press **START** to pause, then enter any of the following codes You'll hear a special sound effect after entering a correct code. These codes must be entered rapidly or they may not be recognized

Unlock Mars—**Left, Left, Right, Right, Left, Left, Right, Right, Down, Left, Right**

Toggle alternate camera view—**Left, Left, Left, Right, Right, Right, Up, Up, Up, Down, Down, Down, Left, Left, Left, Right, Right, Right**

LETHAL SKIES II

Cheat Codes

Enter any of the following codes at the main menu

Unlock all planes in Campaign mode and 2 Player mode—**L2, L2, Right, R1, R1, R1, Left, Left, R2, R2, R2, R2, START**

Unlock all missions in Campaign mode—**Down, R2, R1, Up, Up, L1, L2, L1, START** (note: this code will not work unless you enter the "Unlock all planes" code first)

Unlock Special missions in Campaign mode—**Left, L2, L2, L1, Up, Up, Up, Down, START** (note: this code will not work unless you enter the "Unlock all planes" code first)

Unlock Side Trax missions in Campaign mode—**L1, R1, R2, R1, Right, Left, Left, Up, START** (note: this code will not work unless you enter the "Unlock all missions" code first)

Unlock all missions in Dogfight mode—**R1, R1, R1, L2, L2, L2, Up, Right, Down, Left, Up, START**

Unlock Time Trial mission in Training mode—**Right, Right, R1, R1, Up, L1, L1, L1, START**

Unlock Hidden Paint Schemes—**Left, Right, Left, Right, Right, Left, Right, Left, L2, R2**, □, ↑, □, **START** (with this code in place, press the □ button while viewing your plane at the Hangar screen to change its colors)

LOONEY TUNES: BACK IN ACTION

Cheat Codes

Select "Cheat Codes" from the Options menu and enter any of the following codes

P A S S P O R T—Access all areas

T O U G H A G E—Invulnerability

H E N S A W A Y—Hen grenades activated

W E E N Y—ACME Shrink Ray activated

S L A P P Y—Slappy Fish activated

G O B B L E—Gossamer doors revealed in Warner Bros. Studios

S U I T S Y O U—Free Costume doors activated

O U T T A K E—Duck Danger Battle unlocked

F U R R Y O U S—Wile E. Coyote game unlocked

D A N G E R D—Duck Danger costume unlocked

C A N N O N—Cannonball costume unlocked

A M U N K E Y—Awards $500 to player

THE LORD OF THE RINGS THE RETURN OF THE KING

Cheat Codes

At any time during gameplay, press **START** to pause the game, then hold **L1 + L2 + R1 + R2** and enter any of the following codes. You'll hear a confirmation sound each time you enter a code correctly

Unlock Faramir—X, X, △, △

Unlock Frodo—△, O, O, O or O, □, □, X

Unlock Merry—X, **Down, Down**, X

Unlock Pippin—△, O, X, O

Unlock All Actor's Videos—X, □, X, **Up**

The following codes are character-specific, enter the code that corresponds to the character you're controlling

• **1,000 experience points**

Aragorn—**Up**, □, △, X

Faramir—□, △, **Up**, □

Frodo—**Down**, △, **Up, Down**

Gandalf—O, △, **Up, Down**

Gimli—O, O, △, X

Legolas—X, △, **Up**, X

Merry—**Down, Down**, □, X

Pippin—△, X, □, X

Sam—△, X, **Down**, X

• **Unlock all skills up through Level 8 for purchase**

Aragorn—**Up**, □, △, **Up**

Faramir—O, **Down, Down, Down**

Frodo—O, O, **Down, Down**

Gandalf—O, □, **Down, Down**

Gimli—X, O, **Down**, □

Legolas—□, **Up, Up, Down**

Merry—**Down**, △, X, □

Pippin—□, **Up, Up**, O

Sam—O, O, △, △

• **Earn all special abilities**

Aragorn—**Down**, O, △, △

Faramir—**Up**, □, O, **Up**

Frodo—△, X, **Down**, X

Gandalf—**Up, Down**, △, O

Gimli—O, □, X, O

Legolas—△, O, X, O

Merry—**Up**, △, O, O

Pippin—□, X, O, △

Sam—**Up**, O, X, O

• **Restore missiles**

Aragorn—△, □, □, △

Faramir—△, **Up**, X, X

Frodo—△, △, △, O

Gandalf—△, **Down**, X, □

Gimli—O, O, O, X

Legolas—△, △, △, **Down**

Merry—□, O, O, △

Pippin—**Up**, O, **Down**, □

Sam—X, X, O, X

• **Purchase all normal 3-hit combos** (note: you will not be able to use some combos until your character achieves the specific level of the combo)

Aragorn—□, **Down**, O, **Up**

Faramir—□, △, **Up**, △

Frodo—□, **Down**, △, □

Gandalf—**Down**, X, △, **Down**

Gimli—**Up**, □, O, I

Legolas—□, △, △, O

Merry—△, **Up**, X, △

Pippin—**Up, Up**, □, O

Sam—□, X, O, □

• **Purchase all normal 4-hit combos** (see note above)

Aragorn—**Up**, □, △, **Down**

Faramir—X, □, **Up**, X

Frodo—**Down**, □, **Down**, O

Gandalf—**Down**, △, **Up**, O

Gimli—△, □, **Up**, X

Legolas—X, O, △, □

Merry—□, X, □, □

Pippin—X, X, **Down**, O

Sam—**Up, Down**, △, △

The following codes are not character-specific, but they will not work unless you have completed the game

Purchase All Upgrades—**Up, Down**, △, □

Always Devastating—△, **Up**, △, **Down**

Infinite Missiles—□, □, **Down**, O

Invulnerability—□, O, □, **Up**

Perfect Mode—O, **Down**, △, X

Targeting Indicator Mode—**Down**, O, **Up**, □

Restore Health—□, □, O, O

THE LORD OF THE RINGS: THE TWO TOWERS

Secret Codes

At any time during the game, press the **START** button to pause, then enter any of the following codes. Use the D-pad to enter the directional commands, not the analog stick:

Restore health—Hold **L1 + L2 + R1 + R2** and press △, **Down**, X, **Up**

Restore missiles—Hold **L1 + L2 + R1 + R2** and press X, **Down**, △, **Up**

All Level 2 upgrades—Hold **L1 + L2 + R1 + R2** and press O, **Right**, O, **Right**

All Level 4 upgrades—Hold **L1 + L2 + R1 + R2** and press △, **Up**, △, **Up**

All Level 6 upgrades—Hold **L1 + L2 + R1 + R2** and press □, **Left**, □, **Left**

All Level 8 upgrades—Hold **L1 + L2 + R1 + R2** and press X, X, **Down, Down**

1,000 upgrade points—Hold **L1 + L2 + R1 + R2** and press X, **Down, Down, Down**

The remaining codes can be entered the same way, but they will not work until you have unlocked the "Secret Codes" option, which appears as a gold ring on the right side of the game's map screen. You must first beat the Helm's Deep. Hornburg Courtyard stage and reach Level 10 with any character; this will unlock the Secret Mission for that character. After beating the Secret Mission, the Secret Mission. Play as Secret Character option will be unlocked Once you've beaten the Secret Mission while playing as the secret character, the Secret Codes option will be unlocked and you'll be able to use the following cheats.

Always devastating—Hold **L1 + L2 + R1 + R2** and press □, □, O, O

Small enemies—Hold **L1 + L2 + R1 + R2** and press △, △, X, X

Slow motion—Hold **L1 + L2 + R1 + R2** and press △, O, X, □

Infinite missiles—Hold **L1 + L2 + R1 + R2** and press □, O, X, △

All upgrades—Hold **L1 + L2 + R1 + R2** and press △, O, △, O

Invulnerable—Hold **L1 + L2 + R1 + R2** and press △, □, X, O

MANHUNT

Secret Codes

The following codes can be entered at the main menu. However, they will not work unless you have accomplished certain goals as indicated below. Note that you can't earn a five-star rating in any level unless you play at the "Hardcore" difficulty setting.

God mode—**Down, Down**, O, **Up**, □, △, □, **R2, Up, Up, L1**, △ (this code will not work until you beat the game at any difficulty setting)

Unlimited run energy—**R2, R2, L1, R2, Left, Right, Left, Right** (this code will not work until you earn a five-star rating in Scenes 1 and 2)

Hunters can't hear you—**R1, L1, R2, L1, Right, Left, Left, Left** (this code will not work until you earn a five-star rating in Scenes 3 and 4)

Health regenerates—**R2, Right**, O, **R2, L2, Down**, O, **Left** (this code will not work until you earn a five-star rating in Scenes 5 and 6)

Hunters have high-pitched voices—**R1, R1**, △, O, □, **L2, L1, Down** (this code will not work until you earn a five-star rating in Scenes 7 and 8)

Start with weapons—**R1, R2, L1, L2, Down, Up, Left, Up** (this code will not work until you earn a five-star rating in Scenes 9 and 10)

Super punch—**L1**, △, △, △, O, O, O, **R1** (this code will not work until you earn a five-star rating in Scenes 11 and 12)

Rabbit suit—**Left, R1, R1**, △, **R1, R1**, □, **L1** (this code will not work until you earn a five-star rating in Scenes 13 and 14)

Monkey suit—□, □, **R2, Down**, △, □, O, **Down** (this code will not work until you earn a five-star rating in Scenes 15 and 16)

Hunters can't see you—□, □, □, **Down**, □, **Down**, O, **Up** (this code won't work until you earn a five-star rating in Scenes 17 and 18)

Play as Piggsy—**Up, Down, Left, Left, R1, R2, L1, L1** (this code will not work until you earn a five-star rating in Scenes 19 and 20)

Cancel all active codes—**Up, Down, Left, Right, Up, Down, Left, Right**

THE MARK OF KRI

Cheat Codes

Enter any of the following codes at the title screen when the words "PRESS START BUTTON" appear. Once you've activated a cheat, you must visit the Sage and select "Cheats" to turn it on

Unlock "Arena enemies AI off" cheat—X, O, O, O, X, □, □, □, X, O, □, X

Unlock "Tougher Enemies" cheat—X, O, □, □, X, □, O, O, X, O, O, X

Unlock "Unlimited Arrows" cheat—X, O, □, □, X, □, O, O, X, □, □, X

Unlock "Wimpy Enemies" cheat—X, O, O, □, X, □, □, O

Unlock "Full Health Power" cheat—X, X, X, X, □, □, □, □, O, O, O, O

Unlock "Invincible Rau" cheat—□, O, X, □, O, □, X, O, X, □, O, X

MAX PAYNE

Secret Codes

At any time during gameplay, press **START** to pause, then enter any of the following codes You won't hear or see any special confirmation, but the effects of each code will take place immediately You may have to re-enter some of the codes after moving between areas for them to remain effective.

Invincibility—**L1, L1, L2, L2, R1, R1, R2, R2**

Infinite Bullet Time—**L1, L2, R1, R2**, △, X, X, △

All weapons & max. ammo—**L1, L2, R1, R2**, △, O, X, □

Enemies die in slow-motion—**L1, L2, R1, R2**, △, □, X, O

Level Select

First, play the game normally until you reach Chapter 2: One Way Or the Other Now, press **START** to pause the game, then press **SELECT** to return to the main menu. Next, press **Up, Down, Left, Right, Up, Left, Down**, O, then select "Load Level." If you don't have a memory card, just select "Continue" when the prompt appears. If you entered the code correctly, you'll find that all the levels in the game will be unlocked

MAX PAYNE 2: THE FALL OF MAX PAYNE

Unlock All Levels and Game Modes

At any time during gameplay (not while paused), press □, □, □, X, **Left, Right, Left, Right**, □, □, □, X, **Left, Right, Left, Right**. You won't get any confirmation that the code has been accepted, but if you return to the main menu and select "New Game," you'll find all of the modes and levels unlocked

MEDAL OF HONOR: FRONTLINE

Cheat Codes

At any time during the game, press **START** to pause, then enter any of the following cheats. The game will automatically unpause when you enter a cheat correctly:

Invincibility—**L1**, O, **R1**, △, **L2, SELECT, R2**

Unlimited ammo and no reloading—O, **L2**, □, **L1, SELECT, R2**, △, **SELECT**

Passwords

Enter any of the following codes at the Password screen from within the Options menu.

D A W O I K 5—Unlock all "Bonus" cheats, levels, medals and films in Gallery

F R E S H D E M O—Unlock "Our Trip to Holland" demo movie (wait at the main menu for about 30 seconds to see it)

MEDAL OF HONOR: RISING SUN

Cheat Codes

Choose "Options" from the main menu, then select "Passwords" and enter any of the following codes Once a code is in place, you must then select "Bonus" from the Options menu and toggle the corresponding cheat on or off

SEAHORSE—Men with Hats
TILEFISH—Silver Buster Mode
MARIBALIN—All Replay Items
HOGFISH—Perfectionist Mode
TRIGGER—Invisible Soldiers
TANG—Bullet Shield
PUFFER—Always Sniper
GOBY—Infinite Ammunition
DAMSEL—Rubber Grenades
MANDARIN—Achilles Head
BUTTERFLY—Unlocks all missions (does not appear in "Bonus" menu)
SPINEFOOT—Players have big arms (does not appear in "Bonus" menu)

MEN IN BLACK II: ALIEN ESCAPE

Secret Codes

Enter any of the following codes at the title screen when the text "Press Start" appears. The screen will flash white after each code is entered correctly

Invincibility—**Right**, ×, **R1**, △, **Up**, **L2**, ×, **Left**, **L1**, ○, ×, **R2**

Unlock all Boss Mode stages—**R1**, △, **Down**, **Down**, ×, **L2**, **Left**, □, **Right**, △, **R2**, **L1**

Unlock all CST stages—□, **Up**, **L2**, **Left**, △, ×, **R2**, ○, **Right**, **R1**, □, ○

Start with all weapons—**Up**, **Down**, ×, □, **R1**, △, △, **Left**, ○, **L1**, **L1**, **Right**

MIDNIGHT CLUB II

Cheat Codes

Enter the following codes at the Cheat Codes screen, which is found under the Options menu. Note the uppercase letters in some of the codes.

carcrobatics—Wacky midair physics (hold L1 and use the left analog stick to spin and flip your car whenever you catch air)

greenlantern—Unlimited nitro boosts for both cars and motorcycles*

gladiator—Indestructible vehicle/motorcyclists never bail.*

savethekids—Enable machine gun and rockets (to fire machine guns, press the **L3** button; pressing **R3** fires a rocket from under your hood)*

polePosition—Unlock all special abilities (nitro boosts, two-wheel driving, etc.)**

RaceFiend—Unlock "Career" race type in Arcade mode**

theCollector—Unlock all vehicles in Career and Arcade modes**

Globetrotter—Unlock all cities in Arcade mode and Race Editor mode**

immortal—Combines the effects of the * codes

pennyThug—Combines the effects of the ** codes, but does not unlock all vehicles in Career mode

rimjuk—Combines the effects of the * codes and the ** codes, but does not unlock all vehicles in Career mode

MISTER MOSQUITO

Kaneyo Mosquito

At the main menu, hold **L1** and quickly press **Up**, **Right**, **Left**, **Down**, □, □, **R1**, **R1**, **R1**. If you're fast enough, you'll hear Kaneyo's voice to confirm the code. The Kaneyo mosquito option will appear at the mosquito color selection screen

Kenichi Mosquito

This code will not work unless you enter the Kaneyo Mosquito code first. At the main menu, hold **L2** and quickly press **Up**, **Right**, **Left**, **Down**, □, □, **R2**, **R2**, **R2**. If you're fast enough, you'll hear Kenichi's voice to confirm the code. The Kenichi mosquito option will appear at the mosquito color selection screen

Hidden Game

At the title screen, rotate the right analog stick clockwise 30 times. Every 10th rotation, you'll hear a chime. When you get to the 30th rotation, you'll automatically begin playing the hidden game, "Reckless Cyclist."

MLB 2004

Cheat Codes

At any time during gameplay, press the **START** button to pause, then enter any of the following codes. If a code is entered correctly, the controller will vibrate. Enter the same code again to disable its effects.

Big heads—**Up**, **Left**, **Down**, **Right**, **Up**, **Right**, **Down**, **Left**

Big bodies—**Up**, **Down**, **Left**, **Right**, **L1**, **L2**, **R1**, **R2**

Big ball—**L1**, **L2**, **L1**, **L2**, **Up**, **Right**, **Down**, **Left**

Small heads—**Up**, **Down**, **Up**, **Down**, **R1**, **R1**, **L1**, **L1**

Invisible bodies—**R1**, **R2**, **R1**, **R2**, **Up**, **Down**, **Left**, **Right**

Fast players (running and fielding)—**Left**, **Right**, **Right**, **Left**, **L1**, **R1**, **R1**, **L1**

Slow players (running and fielding)—**Left**, **Left**, **Right**, **Right**, **R2**, **R2**, **L2**, **L2**

Programmer names—**R1**, **R2**, **Right**, **Right**, **Left**, **Left**, **L2**, **L1**

MONSTER RANCHER 4

Secret Monsters

Enter the shrine and use one of the following DVDs or CDs to unlock a specific special monster. Note: Many popular CDs and DVDs are often issued in slightly different forms, which causes the data stored on the discs to change. If this has happened, you may not get the same results. For DVD sets or games with multiple discs, all titles refer to Disc 1 unless otherwise noted. Some special monsters cannot be unlocked until your Breeder Rank rises to a certain level

Gadgeter G—*In Search Of* CD by N.E.R.D or *The Eminem Show* CD by Eminem

Kirin—*Dynasty Warriors 4* PlayStation 2 game or *Evolver* CD by 311

Dino—*Dinotopia* DVD or *Monster Rancher* PlayStation game or any Xbox game

WhiteHound—*Princess Mononoke* DVD or *By the Way* CD by Red Hot Chili Peppers

Spyhare—*The Blues Brothers* Collector's Edition DVD or *007: Die Another Day* DVD or *Enter the Matrix* PlayStation 2 game

HipMew—*Cowboy Bebop: The Movie* DVD or *Ferris Bueller's Day Off* DVD or *A Rush of Blood to the Head* CD by Coldplay or *Rock Steady* CD by No Doubt or *The Young and the Hopeless* CD by Good Charlotte

Tanklon 2—*The Animatrix* DVD or *Blueprint 2.1* CD by Jay Z

MaturiDragon—*Def Jam Vendetta* PlayStation 2 game or *Spyro: Enter the Dragonfly* PlayStation 2 game

ChaosDragon—*Crouching Tiger, Hidden Dragon* DVD

GameProbot—*GamePro* Magazine Action Disc (October 2003)

GuanYuDuck—*Samurai Jack: The Premiere Movie* DVD or *Grand Theft Auto III* PlayStation 2 game or *Grand Theft Auto: Vice City* PlayStation 2 game

Duck Fever—*Cats & Dogs* DVD or *Super Shot Soccer* PlayStation game

PandiBaku—*Shrek* DVD or *Let Go* CD by Avril Lavigne

Miku—*Fatal Frame* PlayStation 2 game

Kasumi—*DOA2: Hardcore* PlayStation 2 game

Kagemusha—*Onimusha* PlayStation 2 game or *Onimusha 2* PlayStation 2 game or *Devil May Cry 2* PlayStation 2 game (Disc 1 or 2)

ChaosDurahan—*The Lord of the Rings: The Fellowship of the Ring* DVD or *The Lord of the Rings: The Two Towers* DVD

WildWestNaga—*King of the Hill: The Complete First Season* DVD or *Strays* CD by Jane's Addiction

Ghars—*The Sixth Sense* DVD or *Faceless* CD by Godsmack

ManjongKoro—*Tony Hawk's Pro Skater 4* PlayStation 2 game or *Britney's Dance Beat* PlayStation 2 game or *Britney* CD by Britney Spears

TraffiKoro—*Washed and Dried: Laundry Service Limited Edition* CD by Shakira

ComedyKoro—*The Powerpuff Girls Movie* DVD or *The Simpsons: The Complete First Season* DVD

Trigan—*PSM* Magazine October 2003 DVD

MushTan—*Elephunk* CD by The Black Eyed Peas or *Stankonia* CD by Outkast or any GameCube game

Ambush—*AI: Artificial Intelligence* DVD or *The Jungle Book 2* DVD or *Medal of Honor Frontline* PlayStation 2 game

FakeGraffiti—*The Simpsons: The Complete Second Season* DVD or *Hack Part 1: Infection* PlayStation 2 game or *Monster Rancher Hop-a-Bout* PlayStation game

ClownLessie—*Resident Evil Code: Veronica X* PlayStation 2 game or *Out of the Vein* CD by Third Eye Blind or *Stripped* CD by Christina Aguilera

SamuraiRin—*Unison* PlayStation 2 game or *Spend the Night* CD by The Donnas

RygaRoller—*Rygar* PlayStation 2 game or *Gladiator* DVD

CoolerKids—*Punk Debutante* CD by Cooler Kids

SyogunMog—*Monsters, Inc.* DVD or *Dude, Where's My Car?* DVD or *Spirited Away* DVD

Owlden—*Harry Potter and the Chamber of Secrets* PlayStation 2 game or *Harry Potter and the Chamber of Secrets* PlayStation game or *Harry Potter and the Chamber of Secrets* DVD or *Harry Potter and the Chamber of Secrets: Original Motion Picture Soundtrack* CD or *Men in Black II* DVD

Peacocken—#1 CD by Fischerspooner or *How The West Was Won* CD by Led Zeppelin

Galloptan—*Gallop Racer 2003: A New Breed* PlayStation 2 game

Surfana—*Justified* CD by Justin Timberlake or *No Pads, No Helmets... Just Balls* CD by Simple Plan or *Morning View* CD by Incubus

Dolaine—*Antz* DVD or *Kingdom Hearts* PlayStation 2 game

Goku—*Planet of the Apes* DVD (2001 version) or *Tron* 20th Anniversary Collector's Edition DVD or *Dragon Ball Z: Budokai* PS2 game

PirateApe—*Tom Clancy's Splinter Cell* PlayStation 2 game

RedShortsApe—*Ape Escape* PlayStation game (Greatest Hits version)

Pipo Ape—*Ape Escape 2* PlayStation 2 game

MrFujiyama—*Lilo & Stitch* DVD or *Teenage Mutant Ninja Turtles: The Original Movie* DVD

DrivDillo—*Gran Turismo 3 A-spec* PlayStation 2 game or *Midnight Club II* PlayStation 2 game or *Hail to the Thief* CD by Radiohead or *Discovery* CD by Daft Punk

NightSicle—*Final Fantasy X* PlayStation 2 game or *Monster Rancher 3* PlayStation 2 game

ChaoRipper—*It Ain't Safe No More* CD by Busta Rhymes

DeathWing—*Buffy the Vampire Slayer: The Complete First Season* DVD or *Hackers* DVD or *Deftones* CD by Deftones

Baseball Boy—*Field of Dreams* Collector's Edition DVD or *MVP Baseball 2003* PlayStation 2 game or *Audioslave* CD by Audioslave

OPMoch—*Austin Powers in Goldmember* DVD or *Austin Powers in Goldmember: Music from the Motion Picture* CD or *Official U.S. PlayStation Magazine* Demo Disc 74 (November 2003)

Devi—*Chapter II* CD by Ashanti or *Monster Rancher 2* PlayStation game

White Moochin—*Ice Age* DVD

Meta Jell—*T2 Extreme* DVD or *Metal Gear Solid 2: Sons of Liberty* PlayStation 2 game or *Meteora* CD by Linkin Park

MUPPETS PARTY CRUISE

Unlock All Decks & Mini-Games

From the main menu, select either "Short Cruise" or "Long Cruise," then enter "1VIPFROG" on the ticket and select Kermit as Player 1. All decks will now be unlocked in Long Cruise mode and all mini-games will now be unlocked in Short Cruise mode

View All Videos

From the main menu, select either "Short Cruise" or "Long Cruise," then enter "MOVIESTR" on the ticket and select Miss Piggy as Player 1. Next, select either "Short Cruise" or "Long Cruise" to start viewing the videos

Max Movement Points

From the main menu, select "Long Cruise," enter "SUPERMOV" on the ticket and select Gonzo as Player 1. When you select Long Cruise, your Muppet will be able to move the max num of nine spaces on each turn

Increase Time Limit

From the main menu, select either "Short Cruise" or "Long Cruise," enter "PLAYFIVE" on the ticket and select Animal as Player 1. Some games will now have a five-minute time limit instead of the normal 90 seconds

MX RIDER

Unlock All Tracks

At the main menu, select "Championship," then select an empty file. Next, continue through the setup screens until you reach the Entry Form. Enter "IRATA" as your name and select "Done." At the following screen, press △ repeatedly to return to the main menu, then check out the track selection screen to find everything unlocked

MX SUPERFLY

Unlock All Courses, Riders & Mini-Games

At the main menu, press △, hold **L1** and press **Left**, then press □, △, hold **L1** and press **Right**, hold **R1** and press **Down**, hold **R1** and press **Right**, then finally press **SELECT**. The controller will rumble immediately after entering the code correctly

NBA JAM

Secret Codes

Choose "User Profiles" at the main menu and create a profile with one of the following names. When you choose that profile, the corresponding cheats will be active

- Enter "CREDITS" to unlock the secret *NBA JAM* development teams
- Enter "-POINTS" to earn 100,000,000 Jam Points to spend at the Jam Store
- Enter "-LPP-" to unlock all secret characters, secret teams, courts, apparel, cheats and development artwork

NBA LIVE 2004

Secret Codes

Choose "My NBA Live" from the main menu and select "NBA Codes." Enter the following codes to unlock special shoes and gear in Create Player mode

POUY985GY5—Unlock all shoes
725JKUPLMM—Unlock all Hardwood Classics jerseys
ERT997GKJ3—Unlock all NBA Gear
YREY562SWQ—Unlock all Team Gear
87843H5F9P—Unlock 15,000 NBA Store points

Secret Characters

Select "Team Management" from the Main Menu, enter the Roster Management mode and select "Create Player." Enter any of the following cheat codes in the "Last Name" field, a confirmation message will appear if you've done it correctly. The unlocked character can then be found in the Free Agent pool for you to sign to any team. All of the codes are in lowercase letters except the first

SOSODE—Jermaine Dupri
oeiedla—Kyle Korver
qwpoaszx—Pacelis Morlende
poioijis—Szymon Szewczyk
xcfwqase—Tommy Smith
poilkjmn—Rick Rickert
whsucpo—Aleksander Pavlovic
nbvksmcn—James Lang
bvdkcvm—Matt Bonner
zxcvdri—Sam Becirovic
roubfdcj—Sofoklis Schortsanitis
wmzkcon—Xue Yuyang
skenxido—Malick Badiane
pockdlek—Andreas Glyniadakis
zxdsdrke—Nedzad Sinanovic
tnvcjsd—Ramon Van de Hare
posnegbk—Mario Austin
sdfgurkl—Carlos Delfino

NBA SHOOTOUT 2004

Secret Arenas

Enter the following codes at the "Select Team" screen before entering a game. You'll hear a confirmation sound if done correctly.

Shootout Street Arena—Hold **L1** + **R1** + **L2** + **R2** and press ○

989 Sports Arena—Hold **L1** + **R1** + **L2** + **R2** and press ○

All-Time Greats

At any screen in the All-Time Greats menu, hold **L1** + **R1** + **L2** + **R2** and press ○ + □ to unlock the selected player

Free Throw Shooter

In two-player mode, when your opponent is at the free throw line, push the Left or Right Analog Stick in any direction to activate your opponent's controller vibration feedback

NBA STREET VOL. 2

Secret Codes

Select "Pick Up Game" from the main menu, choose "home" or "away" and select a user name. At the "Ready" prompt, you'll see a message at the bottom of the screen that says "Enter cheat codes now." Enter any the following codes at this time, if you entered a code correctly, you'll hear the sound of a car alarm being set

Big heads—Hold **L1** and press ○, [illegible]
Small players—Hold **L1** and press [illegible]
ABA ball—Hold **L1** and press ○
WNBA ball—Hold **L1** and press [illegible]
Ball trails—Hold **L1** and press △, [illegible]
No interface graphics—Hold **L1** and press [illegible]
All jerseys unlocked—Hold **L1** and press □, △, [illegible]
All courts unlocked—Hold **L1** and press [illegible]
All Street Legends unlocked—Hold **L1** and press □, △, [illegible]
All NBA Legends unlocked (except Michael Jordan)—Hold **L1** and press □, △, △, ○
NBA Legend Michael Jordan unlocked—Hold **L1** and press ○, △, ○, ○
Unlimited Turbo—Hold **L1** and press [illegible]
Explosive rims—Hold **L1** and press ○, □
No Trick Counters—Hold **L1** and press △, △, [illegible]
Fast players—Hold **L1** and press □
Easy two-pointers—Hold **L1** and press △, ○, [illegible]
Hard two pointers—Hold **L1** and press △, □, [illegible]

NEED FOR SPEED UNDERGROUND

Cheat Codes

Enter any of the following codes at the main menu, you won't hear any confirmation sound when doing so. Note: The codes must be entered quickly or they may not work

Unlock all Circuit tracks in Quick Race mode—**Down**, **R1**, **R1**, **R2**, **R2**
Unlock all Sprint tracks in Quick Race mode—**Up**, **R2**, **R2**, **R2**, **R1**, **Down**, **Down**, **Down**
Unlock all Drag tracks in Quick Race mode—**Right**, , **Left**, **R1**, , **L1**, **L2**, **R2**
Unlock all Drift tracks in Quick Race mode—**Left**, **Left**, **Left**, **Left**, **Right**, **R2**, **R1**, **L2**

NFL STREET

Cheat Codes

Enter the following names when creating a new User ID. Note that you can only use one user ID profile at a time, so only one cheat can be activated per player

Travel—All stadiums unlocked
Classic—NFL Legends team unlocked
Kay Slay—Kayslay team unlocked
Excellent—X-cellent's team unlocked
AW9378—All AFC and NFC All Stars teams unlocked

NO ONE LIVES FOREVER

Stage Select

At the main menu, highlight the "Load Game" option. Press and hold **L3** + **R3**, then press the ✕ button to bring up the Stage Select screen. Toggle the screens using the **R1** and **L1** buttons and press ✕ to select a level. Press △ to exit the menu

PIRATES: THE LEGEND OF BLACK KAT

Secret Codes

Enter the following codes at any time during gameplay

Invincible while controlling the Wind Dancer—Hold **R1** + **R2**, press **SELECT**, △, **L1**, ✕, **R3**, **L2**, ○, **R3**, , **L3**
Infinite Wind Boost while controlling the Wind Dancer—Hold **R1** + **R2**, press **SELECT**, **L1**, **R3**, , **L3**, ○, **L2**, △, ✕, **L3**
Upgrade the Wind Dancer to Galleon (this code will not take effect until you set sail to another island)—Hold **R1** + **R2**, press **L2**, , **R3**, **L3**, ✕, , **R3**, **SELECT**, **L1**
Invincible while controlling Katarina—Hold **R1** + **R2**, press ✕, ○, **L3**, ○, **R3**, **SELECT**, **R3**, **L1**, **L2**
Obtain all Chest Keys—Hold **R1** + **R2**, press **SELECT**, ✕, , **R3**, **L1**, **L3**, **L2**, △, **L3**
Obtain the next Sword power-up—Hold **R1** + **R2** press **R3**, **SELECT**, **L2**, **L3**, , ✕, **L1**, , **L3**
Obtain 1,000,000 Gold Doubloons—Hold **R1** + **R2** press △, **R3**, **L1**, , ✕, **R3**, **SELECT**, **L3**, ○, **L2**
Infinite supply of items upon pickup—Hold **R1** + **R2** press △, **L1**, **SELECT**, **L2**, **R3**, **L3**, , ✕, **R3**,
Buried treasure chests will be marked on the map as green X's—Hold **R1** + **R2**, press , ✕, , **L1**, **SELECT**, **L3**, **L2**, **L3**, **R3**
All other treasure chests will be marked on the map—Hold **R1** + **R2**, press **R3**, ✕, △, **L3**, **L1**, **SELECT**, **L3**, , **L2**

PORTAL RUNNER

Restore All Health

At any time during gameplay press **START** to pause, then hold **L2** and press , **R2**, **R1**, **Up**, ○, . You'll hear a special sound effect upon entering it correctly

Level Skip

At any time during gameplay, press **START** to pause. Next, hold **L1** and press ○, **Left**, , **Right**, □, , **Left**, **Left**, **Right**, **R2**. After entering this code correctly, you'll immediately advance to the next level

Unlock All Movies and Extras

At the main menu, hold **L1** and press **Left**, **Right**, **Left**, **Down**, **Up**, **Down**, **R1**, , **R2**. Now the Movies and Extras items will be accessible at the Options menu

PRIMAL

Invulnerability

Hold **L1** + **L2** + **R1** + **R2** at the main menu for five seconds, a secret Code Menu will appear. Highlight the "Invulnerability" field and enter the code "MONSTROUS" to activate invincibility (hold the ✕ button to change the letters)

PROJECT EDEN

Secret Cheats Menu

At any time during gameplay, press ✕ to open the Resource Menu. Now hold **SELECT** and rotate the left analog stick clockwise three times, starting from the **Up** position. After doing this correctly, a small icon will appear in the lower right corner of the screen. Move your cursor here to access the cheats menu

Q-BALL BILLIARDS MASTER

View Ball Paths

At the title screen, press **Up**, △, **Down**, ✕, **Left**, , **Right**, ○, you'll hear a tone to confirm the code. Now access the Options menu and set the "Guideline Detail" to "High." When you start a game, you will be able to see the exact path of the cue ball and each numbered ball when performing a shot

QUAKE III: REVOLUTION

Level Skip

At any time during gameplay, hold **L1** + **R1** + **R2** + **SELECT** and press ✕, , ✕, , △, △. You'll automatically clear the level after entering the code correctly. You can also enter the code while the game is paused

R-TYPE FINAL

Cheat Codes

At any time during gameplay, press **START** to pause the game, then enter any of the following codes while paused (you'll hear a sound to confirm each code)

Invincibility—Hold **L2** and press **Right**, **Right**, **Left**, **Right**, **Left**, **Left**, **Right**, **Left**, **L1**, **Up**, **Up**, **Down**, **Down**, **Up**, **Down**, **Up**, **Down**, **L1**
99% Dose Charge—Hold **L2** and press **R2**, **R2**, **Left**, **Right**, **Up**, **Down**, **Right**, **Left**, **Up**, **Down**,

Full Blue Power-Up, Missiles and Bits—Hold **L2** and press **R2**, **R2**, **Left**, **Right**, **Up**, **Down**, **Right**, **Left**, **Up**, **Down**,
Full Red Power-Up, Missiles and Bits—Hold **L2** and press **R2**, **R2**, **Left**, **Right**, **Up**, **Down**, **Right**, **Left**, **Up**, **Down**,
Full Yellow Power-Up, Missiles and Bits—Hold **L2** and press **R2**, **R2**, **Left**, **Right**, **Up**, **Down**, **Right**, **Left**, **Up**, **Down**, ✕

RAYMAN 2: REVOLUTION

Secret Bonus Levels Menu

At the main menu, select "Options," then select "Language." Next, select "Voices," then move the cursor to "Raymanian." Now hold **L1** + **R1** and quickly press **L2**, **R2**, **L2**, **R2**, **L2**, **R2**. A new "Bonus Levels" menu will appear

Secret Cheat Menu

At any time during gameplay, press **START** to pause the game. Next, select "Sound," then move the cursor to "Mute." Now hold **L1** + **R1** and quickly press **L2**, **R2**, **L2**, **R2**, **L2**, **R2**. If you entered the code correctly, a new "Menu Cheat" menu will appear

READY 2 RUMBLE BOXING: ROUND 2

Secret Codes

Each of the following codes can be entered at any of the game's menu screens, but it's probably easiest to input them at the character-select screen. You'll hear the bell ring to confirm each code, if you can't get a code to register, don't press any buttons for about ten seconds and try again. Some of these codes remain in place until you turn the PlayStation 2 off, while others will only affect the first fight that takes place after the code is entered

Unlock all boxers and special outfits—Press **Left**, **Left**, **Right**, **R2**, **Left**, **Right**, **Right**, **R1**, **R1**, **R2** (Press the button to cycle through each fighter's different outfits)
Faster gameplay—Press **Right**, **Right**, **Up**, **Down**, **Right**, then **R1** four times, then **R2**
Hyper speed mode—Press **Left**, **Left**, **Down**, **Up**, **Down**, **Right**, **Right**, then **R1** 19 times, then **R2**
See the Ending—Press **Right**, **Right**, **Right**, **Down**, **R1**, **R2**, then exit to the main menu if you're not already there
Championship fight vs. Rumbleman—Press **R2**, **Down**, **Right**, **Up**, **Left**, then **R1** six times, then **R2** then **R1**, **R1**, **R2**
Zombie boxer—Press **Left**, **Up**, **Right**, **Down**, **R1**, **R1**, **R2**
Big gloves—Press **Left**, **Right**, **Up**, **Down**, **R1**, **R2**
Extra fat boxer—Press **Right**, **Right**, **Up**, **Down**, **Right**, **R1**, **R1**, **R2**
Extra thin boxer—Press **Right**, **Right**, **Up**, **Down**, **Right**, **R1**, **R2**

Extra camera angles

At any of the game's menu screens, press **R1** 20 times, then **R2**, then **R1**, then **R2**, then **R1** 21 times, then **R2**, then **R1** 18 times, then **R2**, then **R1** nine times, then **R2**, then **R1** 14 times, then **R2**, then **R** five times, then **R2**, **Left**, **Right**, **Up**, **Down**, **R2**. Unlike the above codes, you'll hear an explosion and the word "RUMBLE!" when you enter this one correctly. Now start a game and press **START** to pause, you'll find 15 new camera angles to choose from, including a "Player 1 Camera Control" option that allows you to position the camera anywhere you want by using the four main action buttons

Instant Rumble Mode

At any time during a match, enter any of the following codes to instantly fill up your "RUMBLE" meter

Level 1—**R1**, **R2**, **Down**, **Up**, **Up**, **Left**, **R1**, **R1**, **R1**, **R2**
Level 2—**R1**, **R1**, **R2**, **Down**, **Up**, **Up**, **Left**, **R1**, **R1**, **R1**, **R1**, **R2**
Level 3—**R2**, **R1**, **R1**, **R2**, **R1**, **R2**, **R1**, **R1**, **R1**, **R2**, **Left**, **Right**, **Up**, **Down**

These codes can also be entered while the game is paused, while either boxer is knocked down or even when your fighter is staggering and about to fall

RED FACTION 2

Unlock All Cheats

At the main menu, select "Extras," then select "Cheats." Next, enter △, △, ✕, ✕, ○, ○, ○ to unlock all 12 cheats

Level Select

At the main menu, select "Extras," then select "Cheats." Next, enter ○, ○, ✕, △, , ○, ✕, ✕. You won't receive any special confirmation, but if you start a new game, all levels will be available

RIDGE RACER V

Opening Intro Effects

During the opening intro where Ai Fukami is walking on the track, press either **L1** or **R1** to cycle through various effects that alter the appearance of the screen

Analog Brake/Accel./Steering Display

First, make sure you're using a Dual Shock 2 controller and that its red analog light is on. At any time during gameplay, hold **SELECT** for three seconds and a display will appear that measures how hard you're braking, accelerating and turning. Press **SELECT** again to turn the display off

ROADKILL

Cheat Codes

At any time during gameplay, press **START** to pause, select the "Map" option and enter any of the following codes

Earn $100,000—, , , , ✕, ✕
Infinite ammo—, , , , , ,
Tornado cheat—, ✕, ✕,
Restore health—, , , , , , ,
Weapons unlock (weapons spawn near garage)—△, ✕, ✕, △, □, ○, ○, □, ✕, ,

ROGUE OPS

Cheat Codes

At any time during gameplay, press **START** and enter the following codes while the game is paused. Note: Not all of the codes will work in all stages

Half damage—□, □, ○, ○, **Left**, **Left**, **Right**, **Right**, ○, ○, □
Enemy bullets do no damage—**Left**, **Right**, **Right**, **Left**, , ○, ○, ○
Invincibility—**Left**, **Right**, **Right**, **Left**, **Left**, **Right**, **Right**, **Left**, **Left**, **Right**, **Right**, **Left**, □
Infinite ammunition—□, ○, □, ○, □, ○, □, □
Left, ○, □, ○, □, ○, □, ○,
One-shot kills—○, **Left**, **Right**, **Right**, **Left**, **L2**, **R2**, ○, ↓, □
Unlimited TOC—○, ○, □, □, **Left**, **Right**, **Right**, **Left**, **L2**, **R2**, **L2**
Unlimited lifespan for Flycam—**Left**, **Left**, **Right**, **Right**, **R2**, **R2**, **L2**, **L2**, □, , ○, ○
M7 shoots Frag Grenades—**L2**, **R2**, **Right**, **Right**, **Left**, **Left**, **Right**, **Right**, **R2**, **L2**, □, □
Crossbow shoots Frag Grenades—**Left**, **Right**, **Left**, , ○, **L2**, **R2**, △, ○, **Left**, **Right**
M7 shoots Rockets—□, **Left**, **Right**, **L2**, **R2**, **Right**, , **R2**, **R2**, **L2**, **Left**, **Left**
Crossbow shoots Rockets—**Right**, **Right**, **L2**, **R2**, **Left**, **Left**, **L2**, **L2**, **R2**, **R2**, ○, ○, □, ,
Big weapons for Nikki—, , , , , ○, ,
All character models have big feet—**Right**, **Right**, **Right**, **Left**, **Right**, **Left**, **Right**, **Left**, **Left**
Skip current scene—**L2**, , **L2**, ○, **L2**, **Left**, **L2**, **Right**, **L2**, **R2**, **R2**, , **R2**, ○, **R2**, **Left**, **R2**, **Right**,

RTX RED ROCK

Cheat Codes

Select "Options" from the main menu or the pause menu, then select "Codes" and enter any of the following cheats

Easy difficulty—**Up**, **Down**, **Down**, **Down**, **Down**, **Down**, **Down**, **Down**, **Up**
Normal difficulty—**Up**, **Down**, **Up**, **Down**, **Up**, **Down**, **Up**, **Down**
Hard difficulty—**Down**, **Up**, **Up**, **Up**, **Up**, **Up**, **Up**, **Up**, **Down**
Unlock all levels—**Down**, **Left**, **Left**, **Down**, **Left**, **Down**, **Right**, **Down**, **Left**, **Down**
Acquire additional items—**Right**, **Right**, **Right**, **Right**, **Right**, **Left**, **Left**, **Left**, **Up**, **Up**
Acquire super weapons—**Right**, **Up**, **Down**, **Down**, **Up**, **Right**, **Right**, **Up**, **Down**, **Down**
Unlock all Special Features—**Left**, **Down**, **Up**, **Left**, **Right**, **Up**, **Down**, **Left**, **Right**, **Down**

RUMBLE RACING

Secret Passwords

At the main menu select "Game Options," then move the cursor to "Load and Save," press **Right**, then press ✕. Next, enter any of the following passwords at the screen that appears

1AREXT1AR—Unlock Vortex (Rookie)
NALDSHHSD—Unlock XXS TOMCAT (Rookie)
CDAAPTNIA—Unlock Interceptor (Rookie)
ABOGOBOGA—Unlock Road Trip (Rookie)
THTORHROT—Unlock Thor (Rookie)
KCEROCTEK—Unlock Redneck Rocket (Rookie)
VTYANIYTT—Unlock Van Itty (Rookie)
BSUIGASUM—Unlock Gamecus (Rookie)
OPSRTISUC—Unlock Sporticus (Rookie)
UBTCKSTOH—Unlock Buckshot (Rookie)
AMHBRAAMH—Unlock Stinger (Rookie)
HGIROLREL—Unlock High Roller (Rookie)
PTOATROI—Unlock Revolution (Rookie)
TLACOBTLA—Unlock Cobalt (Rookie)
ZEAGTLUKE—Unlock all tracks, all Championship Cups, the Grand Champion movie (from within the Showcase menu), plus Rookie, Pro and Elite versions of Blue Devil, Dire Wolf, Malice, Jolly Roger, Road Kill, El Diablo, Escargot, Cataclysm, Maelstrom, Mandrake, Dragon, Purple Haze, Hog-en-ator, Van Go, Maniac, Tiberius, Muscle Car, Mantee, Serpent, Widow Maker, Silver Streak, The Banger and any other previously-unlocked vehicles

RUNE: VIKING WARLORD

Cheat Codes

At any time during the game, press **START** to pause, then enter either of the following codes

God Mode (Invincibility)—□, ○, **Left**, **Right**, ○,

Full Rune Meter—**Up**, **Down**, **Left**, **Right**, □, C

SAVAGE SKIES

Invincibility

At any time during the game, press **START** to pause, then press **Left**, **Left**, **Right**, **Right**, **Up**, **Up**, **Up**, ✕, **Up**, ✕. You won't get any special confirmation, but when you unpause the game you'll be invincible

Instantly Obtain Crystal Shard

At any time during the game, press **START** to pause, then press **Left**, **Left**, **Right**, **Right**, **Left**, **Up**, **Right**, **Down**, **Left**, ✕, ✕. When you unpause, a voice will say, "You found a shard."

Unlock All 2-Player Levels & Modes

At the main menu, press **Left**, **Right**, **Left**, **Left**, **Right**, **Left**, **Right**, ✕. You won't get any special confirmation upon correct entry of this code

Unlock All Creatures

At the main menu, press **Left**, **Right**, **Left**, **Left**, **Right**, **Right**, **Right**, ✕. You won't get any special confirmation upon correct entry of this code

SCOOBY-DOO! NIGHT OF 100 FRIGHTS

Cheat Codes

At any time during gameplay, press **START** to pause, then quickly enter any of the following codes

All power-ups—Hold **L1** + **L2** + **R1** + **R2** and press ○, ○, □, ○, □, ○, □, ○, □, ○, ○, ○
Unlock alternate credits sequence—Hold **L1** + **L2** + **R1** + **R2** and press □, ○, ○, □, □
Unlock Monster Gallery Movies—Hold **L1** + **L2** + **R1** + **R2** and press □, □, □, ○, ○, ○, □, ○,

SECRET WEAPONS OVER NORMANDY

Cheat Codes

Enter any of the following codes at the main menu. Each time you enter a code correctly, you will hear a voice saying, "Secret Code Accepted."

Unlock all Instant Action environments—**Left**, **Right**, **Up**, **Down**, **Left**, **Right**, **L1**, **R1**, **L1**, **R1**
Big head mode—**Right**, **Up**, **Left**, **Down**, **Right**, **Up**, **Left**, **Down**, **Right**, **L1**, **R1**, **L1**, **R1**
Invincibility—**Up**, **Down**, **Left**, **Right**, **Left**, **Left**, **Right**, **Right**, **L1**, **L1**, **R1**, **R1**, **L2**, **R2**
Infinite ammo—**Up**, **Right**, **Down**, **Left**, **Up**, **Right**, **Down**, **Left**, **L1**, **R1**

SEEK AND DESTROY

Secret Passwords

After clearing the first mission, reenter the town of Rivageders and look for a suspicious-looking purple-colored tank across from the helipport. Approach it and press ○ to speak to it, it will ask if you know the secret word. Now enter any of the following passwords to earn the corresponding prize:

K W N O H I R O—1,000 Gold
G S A S I N R I—AirGatling weapon
K K H W E E E E—Bound Bomb weapon
O D G R I T R O—Grand Flag

SILENT SCOPE
Secret Codes
At the main menu, select "Arcade Mode," then enter any of the following codes at the "Mode Select" screen. You'll hear a special sound effect after entering a correct code.
No crosshairs—**Right, Right, Right,** □
Heart-shaped scope—**Left, Right, Right,** □, △
No scope at all—**Right, Down, Right,** □, **Right, Down, Right,** □
Rest of the screen turns black when looking through the scope—**Down,** △, **Up,** □, △, **Down, Right, Down, Right,** □, △
Same as the previous code, but the scope is on by default—**Up, Up, Up, Up, Down, Down, Down, Down**
No targeting arrows or graphics—**Right, Right, Right, Right, Left, Down, Up, Right**
Rotate the screen 180° about the vertical axis—**Left, Left, Right,** □, **Down, Down, Up,** △, **Up, Right, Down, Up, Left, Down,** □
All targets are invisible—**Right, Down, Right,** □, **Up,** □, △, **Down, Right, Down, Right,** □, △
In-Game Codes
At any time during gameplay, press **START** to pause, then enter any of the following codes. After entering a correct code, you'll see the effects take place immediately and you'll hear a special sound effect.
-5 seconds, +1/2 Life—△, **X, Right, Left, Right, Left,** ○, **X, Right, Left, Right, Left, Down, Down, Up, Up**
+5 seconds, -1/2 Life—**Up, Up, Down, Down, Left, Right, Left, Right,** X, ○

SILPHEED: THE LOST PLANET
Start With All Weapons
At the "Enter Your Code Name" screen, input "GLOIRE" as your name. You'll now begin the game with every weapon available to you

THE SIMPSONS: HIT & RUN
Cheat Codes
Choose "Options" from the main menu, then hold **L1 + R1** at the options menu and enter any of the following codes. A beeping horn will confirm correct code entry. You can also enter these codes during a game by selecting "Options" from the pause menu, but you won't hear a confirmation sound.
Invincibility—△, X, △, X
Unlimited top speed—□, □, □, □
Fast acceleration—△, △, △, △
Press horn to make vehicle jump—□, □, □, △
Destroy vehicles with one hit—△, △, □, □
Enable speedometer—△, △, ○, □
Replace secret vehicle in each mission with Red Brick Car—○, ○, △, □
"Trippy" graphics mode—△, ○, △, ○
Unlock all reward vehicles from current level—X, ○, X, ○ (note: this code will not work until you have completed all of the game's missions)
Play Kang & Kodos dialogue during credits—X, □, □, △ (choose "View Credits" from the Options menu)
Show graphic wireframes—○, X, ○, △
Extra camera angles—○, ○, ○, X
With the "extra camera angles" code in place, choose "Settings" from the in-game Options menu; two additional camera settings will be available while you're on foot, with six new camera settings while you're in a vehicle. If you choose the "Debug Camera," you can use Controller 2 to set the camera anywhere you wish. The left analog stick aims the camera, but if you push it in (**L3**), you can also use it to move the camera's position. Note that the Debug Camera may not work unless you have a DualShock 2-compatible analog controller plugged in as Controller 2 when you turn on the PlayStation 2

THE SIMPSONS SKATEBOARDING
Cheat Codes
At any of the pre-game menu screens, hold **L1 + L2 + R1 + R2** and enter any of the following codes:
Unlock all characters—○, △, **X,** □
Unlock all levels—△, X, □, ○
Unlock all boards—X, △, ○, □
Infinite money—△, X, ○, □
Unlock ALTERNA Homer—△, ○, X, □
Unlock ALTERNA Bart—○, X, □, △
Unlock ALTERNA Marge—X, □, △, ○
Unlock ALTERNA Lisa—□, △, ○, X
Unlock ALTERNA Nelson—△, □, X, ○
Unlock ALTERNA Otto—□, X, ○, △
Unlock ALTERNA Frink—X, ○, △, □
Unlock ALTERNA Krusty—○, △, □, X
Unlock ALTERNA Wiggum—△, ○, □, X
Unlock Big Head Homer—○, X, △, □
Unlock Big Head Bart—X, □, ○, △
Unlock Big Head Lisa—□, △, X, ○
Unlock Big Head Nelson—△, □, ○, X
Unlock Big Head Frink—□, X, △, ○
Unlock Big Head Wiggum—X, ○, □, △
Glowing characters—X, △, □, ○

THE SIMS
Cheat Codes
Hold **L1 + L2 + R1 + R2** at the main menu, then enter any of the following passwords at the cheat entry menu that appears. Note the spaces in some of the codes.
FISH EYE—First-person perspective. Press the ○ button to toggle it on and off
FREEALL—All items cost $0 Simoleons. This code may cause your game to act buggy After using it and buying a lot of items, you may want to save and then reset the machine to deactivate the code
MIDAS—Unlocks all skins, items and multi-player games. After entering the code, start a new "Get a Life" game, then quit to the main menu while in the Dream House
PARTY M—Unlocks "The Motel" multiplayer game
SIMS—Unlocks the "Play the Sims" mode, which is normally unlocked by playing "Get a Life"

SKY GUNNER
Unlock Processing Options
At the title screen, press **Up,** △, **Left,** ○, **Down,** X **Right,** □. When you press **START**, a special message will appear to confirm the unlocked options.

SLUG STORM
Unlock Everything
At the title screen, when the words "Press START Button to Continue" are displayed, hold **L1 + R1** and press ○, □, **Up,** ○, △, **Down.** A message will appear to confirm the code

SMUGGLER'S RUN 2: HOSTILE TERRITORY
Secret Codes
At any time during gameplay, press **START** to pause, then enter any of the following codes The effects will take place immediately after entering a correct code.
R1, L1, L1, R2, L1, L1, L2—Invisibility
Left, Up, Right, Down, Right, Up, Left, L2—Stealth mode
L1, R1, R1, L2, R2, R2—Lighter car
R1, R2, R1, L2, R2, Up, Up, Up—Less gravity
R1, L1, L2, R2, Right, Right, Right—Increase timer speed
R2, L2, L1, R1, Left, Left, Left—Decrease timer speed
R3, L3, L3, R3, Left, ○, **Left,** ○—Increase frame rate

SOLDIER OF FORTUNE: GOLD EDITION
God Mode
At any time during gameplay, press **SELECT** to enter the mission objective screen Next, hold **L2 + L1 + R2 + R1 +** □ and press **Left.** You won't get any special confirmation, but if you press **SELECT** again to return to the game, the words "godmode on" will appear briefly on the screen

SONIC HEROES
Metal Teams
Select "2P Play" from the main menu, choose a game and select any team. At the stage-select screen, select a stage with the **START** button, then immediately press and hold X + △ while the game loads. When the game starts, your team will consist of metal versions of the characters you chose

SOUL REAVER 2
Unlock All Bonus Materials
At the main menu, press **Left,** △, **Right,** △, **Down,** ○, X. After entering the code correctly, the words "Bonus Materials Unlocked" will appear

SPACE RACE
Cheat Codes
Choose "Cheats" from the Options menu and enter any of the following codes Note: You will not be allowed to save your game after activating any of these cheats
H L O R A L P H—Unlock Planet Acme 2 track
T O R G O—Unlock The Pyramids of Mars 2 track
W H A T I S U I—Unlock The Asteroid Belt track
G U L L I B L E—Unlock Wild West Quadrant 2 track
C L O S E I T—Unlock The Nebula track
1 2 4 A D I M E—Unlock Galactorama Park 2 stage
P L A N E T X—Unlock The North Pole Star 2 stage
2 0 L B H A M—Unlock Porky Pig
Q 3 2—Unlock Marvin the Martian
K O T I M—Unlock the King
T R U T H O R—Unlock all tournaments and Acme events
A L L M I N E—Unlock all Gallena items
I T I S 2 L A F F—Enable Mirror Mode option at the Game Options menu
M A D A E S A N—Unlock all of the above
K A B O O M—Unlimited turbo
E N G A R D E—No gag crates

SPIDER-MAN
Secret Codes
From the main menu, select "Specials," then select "Cheats" and enter any of the following codes. You'll hear the Green Goblin laugh each time you enter a correct code.
K O A L A—All "Combat Controls" enabled
I M I A R M A S—Unlock all stages in "Level Warp"
H E A D E X P L O D Y—Unlock "Pinhead Bowling" in Training menu
A R A C H N I D—Unlock all of the above + all "Gallery" items
O R G A N I C W E B B I N G—Unlimited web fluid
C H I L L O U T—Glider never overheats (when playing as Green Goblin)
R O M I T A S—Unlock "Next Level" option at the Paused menu
D O D G E T H I S—"Matrix" mode
S P I D E R B Y T E—Tiny Spidey
U N D E R T H E M A S K—First-person view

SPLASHDOWN: RIDES GONE WILD
Cheat Codes
Choose "Options" from the main menu, then enter the following codes at the Options screen:
Unlock all warehouse items—**Up, Down, Up, Down, Left, Right, Left, Right, Left, Down, Right, Up, Right, Down, Left, Up**
Earn 50,000 warehouse points—**Up, Up, Down, Down, Left, Right, Left, Right,** □, ○ (repeat as needed)

SPONGEBOB SQUAREPANTS BATTLE FOR BIKINI BOTTOM
Cheat Codes
At any time during gameplay, press the **START** button to pause, then hold **L1 + L2 + R1 + R2** and enter any of the following codes:
Restore health—○, ○, ○, ○, □, □, □, □, □, □, □, □
Earn 1,000 Shiny Objects—□, ○, ○, □, □, ○, ○, □
Earn 10 Gold Spatulas—○, □, □, ○, ○, □, □, ○
Earn the Bubble Bowl power-up—○, □, ○, □, ○, ○, □, □
Earn the Cruise Bubble power-up—□, ○, □, ○, □, □, ○, ○
Modified Cruise Bubble controls—○, ○, ○, ○, □, □, ○, ○, □, ○, □, □
Increase value of Shiny Objects—□, ○, □, ○, ○, □, ○, ○, □, □, □, □, ○, ○, □
Unlock all Monsters in Monster Gallery—○, □, ○, □, □, ○, □, ○
Open the Art Gallery—□, ○, □, ○, ○, □, □, ○
Expert mode—○, ○, ○, □, □, ○, ○, ○, □, ○, □, □, ○, ○, ○, □
Spongebob falls apart upon death—○, ○, ○, ○, □, □, ○, □, ○, ○, ○, □
Invert left/right camera controls—□, □, ○, ○, ○, □, □, □
Invert up/down camera controls—□, ○, ○, ○, ○, □, □, □
No pants—○, ○, ○, ○, □, □, ○, ○, □, □, □, □, ○
Giant Plankton—□, □, □, □, ○, □, □, □, ○, ○, ○, ○
Small villagers—□, □, □, □, □, ○, □, □, ○, □, ○
Small co-stars—□, □, □, □, ○, □, ○, □, □, □, □, □
Villagers give shiny objects when hit—□, □, □, □, □, ○, □, ○, □, □, ○, □
Villagers take shiny objects when near—□, □, □, □, □, ○, □, □, □, ○, ○
Villagers restore health when near—□, □, □, □, □, ○, □, ○, ○, ○, □, □
Cheerleader villagers—□, □, □, □, □, ○, □, ○, □, ○, □, □

SPY HUNTER 2
Unlock All Missions and Weapons
At the main menu, press **L1, R2, L2, R1, R1, L2, R2, L1**
Invincibility
At any time during gameplay, press **START** to pause the game, then press **L1, L1, L1, R2, L1, R1, R1, L1, R2**

SSX3
Cheat Codes
From the main menu, press the □ button to access the Options menu. Select "Enter Cheat" and enter any of the following case-sensitive passcodes:
b i g g e r t h a n k 7—Unlock all peaks
d j s u p e r s t a r—Unlock all songs in playlist
s h o p p i n g s p r e e—Unlock all Peak 1 gear, items and accessories
g r a p h i c d e l i g h t—Unlock all special boards
p o s t n o b i l l s—Unlock all posters
n o g l u e r e q u i r e d—Unlock all toys
g o t i t g o t i t n e e d i t—Unlock all trading cards
m y e y e s a r e d i m—Unlock all videos
z e n m a s t e r—Unlock Brodi
w o r m—Unlock Eddie
b r o n c o—Unlock Luther
m i l k e m d a i s y—Unlock Cudmore
n o t s o s v e l t e—Unlock Svelte Luther
b a c k 2 f u t u r e—Unlock Marty
s l i c k s u i t—Unlock Hiro
w h e r e s y o u r t a i l—Unlock Bunny San
w i n d m i l l d u n k—Unlock Stretch
c a l l h i m g e o r g e—Unlock Northwest Legend
b r o k e n l e g—Unlock Jurgen
b o n e y a r d r e j e c t—Unlock Gutless
t a n k e n g i n e—Unlock Churchill
g r e a t w h i t e n o r t h—Unlock Canhuck
f i n a l l y m a d e i t i n—Unlock Unknown Rider

STAR TREK: SHATTERED UNIVERSE
Cheat Codes
Enter any of the following codes at the main menu (the one that shows the bridge, with the *Shattered Universe* logo in the lower right corner of the screen)
Invincibility—**L1,** ○, **L1, R1,** △, △, ○, **SELECT**
All ships unlocked—**L1,** □, **L1,** □, **R1, R1,** ○, **SELECT**
All missions open—**R1, L1,** ○, □, **L1, R1,** △, **SELECT**
All medals and rank awarded—**L1, R1, L1,** ○, **R1,** △, **L1, SELECT**
Kobayashi Maru difficulty open—**L1,** △, **L1, L1,** □, △, **R1, SELECT**

STARSKY & HUTCH
Unlock Everything
When creating a new profile, enter the name "VADKRAM" on your license plate to unlock all seasons and episodes in Story Mode as well as all Free Roam areas, TV Specials and Locker features
Cheat Codes
Enter the following codes at any time during gameplay to temporarily activate the desired cheat:
Monster truck—**L1, L1, Left, Right, L3, L3, L3, L3**
Low rider—**Up, Up, Down, Down,** X, ○, △, □
Trike motorbike—**Up, Up, Left, Left, R1, R2, L1, L2**
Funny car—**Up,** X, **Down,** △, **Left,** ○, **Right,** □
Funny camera—**L1, L2, R1, R2, Left, Left, Up, Up**
Big head mode—△, □, X, ○, ○, X, □, △
Invisible car—**Up, Right, Down, Left, L3, Left, Right, Left**

STUNTMAN
Secret Codes
From the main menu, select "Stuntman Career," then select "New Game." Next, enter any of the following codes as your name to unlock the corresponding cheat. Remember, at the name entry screen, the flashing letter is not recognized by the game until you "lock it in" Make sure that the last letter in each code is not flashing before you press X.
M e F f—Unlock all toys
s p i D E R—Unlock all cars
f e l l A—Unlock all stages

SUPER BUST-A-MOVE
Secret Codes
Enter any of the following codes at the title screen. An icon will appear on the screen after entering each code correctly. The "Another World" code lets you play an alternate set of stages in 1P Puzzle Mode
Another World—△, **Left, Right,** △
Secret Characters—△, **Right, Left,** △

SUPER BUST-A-MOVE 2
Another World
At the title screen—when the words "Push Start Button" appear—press △, **Down, Up,** △. A special icon will appear on the screen Now all of the "normal" and "classic" puzzles in Puzzle Mode are different

Secret Characters
At the title screen—when the words "Push Start Button" appear—press △, Up, Down, △
A special icon will appear on the screen When you play any mode besides Story Mode, you'll now be able to select from two additional characters

SUPERCAR STREET CHALLENGE
Unlock Furasshu-sama
At the vehicle selection screen, quickly press Up, Up, Down, Down, Left, Right, Left, Right, X, O, SELECT, START. If you entered the code correctly, the ultimate car, Furasshu-sama, will immediately appear on the screen. If you're not fast enough, you'll be taken to another screen upon pressing X

SUPERMAN: SHADOW OF APOKOLIPS
Secret Codes
From the main menu, select "Options," then select "Cheat Menu." Next, enter any of the following codes
SMALLVILLE—Infinite health
JOR EL—Infinite Super Power
BIZARRO—Hard mode (double enemy health)
LESLIE WILLIS—Easy mode (half enemy health)
JOHN CORBIN—Unlock levels
LARA—Unlock biographies
LANA LANG—Unlock movies
MXYZPTLK—Unlock levels, biographies and movies

SWAT: GLOBAL STRIKE TEAM
Cheat Code
Select "Campaign" from the main menu, select a profile, then choose "Select Mission." Now press Up, L1, Down, R1, Left, L1, Right, R1, Up to unlock all Single-Player Campaign and Co-op Campaign missions

SWING AWAY GOLF
Secret Codes
Enter either of the following codes at the main menu, you'll hear a special sound effect after entering a code correctly
Unlock three additional golfers—L2, R2, L2, R2, Up, Right, Down, Left, L1, R1
Alternate in-game sound effects—Left, ↓, Up, ↓, Down, O, Left, ↓, L1, R1

TAK AND THE POWER OF JUJU
Cheat Codes
At any time during gameplay, pause the game and enter the following codes.
Earn all Juju Powers—Up, Right, Left, Down, △, O, ↓, Down
Max Nubu Plants—□, △, O, Left, Up, Right, Down, Down
Max Moonstones—△, △, □, □, O, O, Left, Right
Max Yorbels—Up, △, Left, □, Right, O, Down, Up
Max Feathers—□, △, O, □, △, O, □, △
Unlock all bonus features—Left, Right, □, □, O, O, Left, Right

TEENAGE MUTANT NINJA TURTLES
Cheat Codes
Choose "Options" from the main menu, then select "Password" and enter any of the following codes.
D R L D S—Stronger Donatello
R D S R L—Stronger Raphael
M S R M M—Stronger Michelangelo
L M L S D—Stronger Leonardo
S S S M R—Donatello takes less damage
L R M D S—Raphael takes less damage
M R R M L—Michelangelo takes less damage
M R L L M—Leonardo takes less damage
D D S M S—Donatello's alternate costume
D M D M L—Raphael's alternate costume
R R L M D—Michelangelo's alternate costume
L D M S R—Leonardo's alternate costume
D M D R S—Donatello's power-up effects increase
S L D S M—Raphael's power-up effects increase
M M S L R—Michelangelo's power-up effects increase
L S L S R—Leonardo's power-up effects increase
D R D S S—Michelangelo gains unlimited explosive shuriken and recovery items are increased
S M R D M—Leonardo gains unlimited shuriken
M S R L S—Unlock Splinter in Story mode
L S D R M—Unlock Playmates Toy Database
S M M R S—Funny sound effects
Funny Walking Sound
At the title screen—when the words "Press Start Button" appear—press Up, Up, Down, Down, Left, Right, Left, Right, X, O You will hear the Ninja Turtles say "Yeah!" to confirm the code Now the Turtles' feet will make funny sounds when they walk

TENCHU: WRATH OF HEAVEN
Full Health
At any time during the game, press START to pause, then press Up, Down, Right, Left, ↓, ↑, ↓, ↑
Unlock All Items
At the Items screen, hold L1 + R1 and press Up, □, □, Left, □, □, Down, □, □, Right, □, □
Increase Item Quantities
At the Items screen, hold L2 + R2 and press ↓, ↑, ↓, Up, Left, Down, Right
Unlock All Missions
At the Mission Select screen, press L1, R1, L2, R2, Right, □, L3, R3
Unlock All Layouts
At the Mission Select screen, press R3, L3, R2, L2, R1, L1
Unlock All Characters
At the main menu, press L1, R2, L2, R1, Right, Left, L3, R3
Unlock Bonus Stage
At the main menu, press L1, Up, R1, Down, L2, Right, R2, Left
Unlock Demo Stage
At the "Press Start" screen, press Up, Down, Right, Left, X, X, X. (This stage appeared in a demo disc that was made available to the public prior to the game's official release.)

TERMINATOR 3: RISE OF THE MACHINES
Cheat Codes
Choose "Options" from the main menu, then select "Cheats" and enter any of the following codes
↓, □, X △ X O X O—Invincibility
X △ △ △ X △ O X □—Unlimited ammunition
O O △ □ X △ △ □—All weapons (present)
X X X △ O O □ X—All weapons (future)
O, □, □, □, □, X X—Unlock *Missile Command* game in Special Features menu
O O O □ □ □ △ △—Unlock all levels
X X △ △ O O □ □—Unlock all exclusive movies
△ O □ X X X △ O—Unlock all in-game movies
X □ X □ △ O △—Unlock all stills
O △ O X □ △ X □—Unlimited continues
X △ △ O △ X □ △—T-X has 50% less HP in every fight
O X △ △ —Terminator has 50% less HP in every fight
□ △ □ △ O X O X—T-X has 50% more HP in every fight
△ △ □ X O △ □ O—Terminator has 50% more HP in every fight
O O O □ □ □ △ X—*T3* development team photo at loading screen

TIGER WOODS PGA TOUR 2004
Unlock Everything
Select "Options" from the main menu, then select "Passwords" and enter "THEKITCHENSINK" to unlock all game modes, courses and golfers

TOKYO EXTREME RACER ZERO
Car Ornaments
Enter any of the following codes at the "Shift Assist" prompt just before the game starts. For each code, you must continue to hold down all three buttons until gameplay begins. After entering one correctly, you'll see the corresponding ornament appear only in the cockpit view
Small pink creature—Hold R1 + O, then hold ↑
Fanged creature—Hold L1 + O, then hold X
Small blue creature—Hold L2 + O, then hold X
Big green creature—Hold R2 + O, then hold X
Analyze Meter
At any time during gameplay, press START to enter the pause menu Next, move the cursor to "Return To Base," then hold □ and press Down The cursor will automatically move to a hidden parameter, "Analyze." Turn this option on and various gauges will appear on the screen to analyze your performance

TOMB RAIDER: THE ANGEL OF DARKNESS
Stage Select
At any time during the game, press START to pause, then press and hold L1 + R2 + Down + △ simultaneously. Release the buttons, then immediately press O, Up, □, △, Right, Down as quickly as possible If you've entered the code correctly, you'll see two new options at the Paused menu which will allow you to skip the current level or warp directly to any level

TONY HAWK'S UNDERGROUND
Cheat Codes
Choose "Options" from the main menu, then select "Cheat Codes" and enter any of the following codes. After entering a code, start a game, then pause and select "Cheats" from the in-game Options menu to toggle the code on or off
g e t i t u p—Moon gravity
k e e p i t s t e a d y—Perfect manual
l e t i t s l i d e—Perfect rail
d i g i v i d—Unlock all THUG movies

TOTAL IMMERSION RACING
Secret Codes
At the main menu, select "Start Game," then select "Career." When the "Enter Your Name" screen appears, enter any of the following codes. You won't receive any special confirmation for entering a correct code, but the newly-entered name will disappear and the effects will take place immediately
Poke—Faster car
Walk It—Slower opponents
Loaded—Unlock all standard cars
Road Sweep—Unlock all tracks
Swallow—Unlock Pilbeam LMP
Feather—Unlock Lister LMP
Downforce—Unlock Rockingham Champ Car
Road Trip—Unlock Extreme skill level
No Dogs—Remove speedometer, tachometer and map

TRUE CRIME: STREETS OF L.A.
Unlock All Upgrades
During gameplay, press START to pause and enter the City Map screen (you must be outside) Press Up, Right, Down, Left, Up, X. You will hear a confirmation sound if entered correctly. All cars, driving maneuvers, guns, gun upgrades, attacks and grapples will be unlocked Note that all Bonus Missions will be unavailable after entering the code
Change Car Mass
While driving, press START to pause and enter the City Map screen Enter the following codes to either decrease or increase the car's mass You will hear a confirmation sound if entered correctly.
Decrease car mass—Down, Down, Down, X
Increase car mass—Up, Up, Up, X
Unlock Snoop Dogg Missions
During gameplay, press START to pause and enter the City Map screen (you must be outside). Press R1, L1, Up, Right, Left, Down, L3, R3, X, □, O, △, then save and exit out of the game Load the saved game and enter the Mission select screen. Select the Snoop Dogg missions by choosing the Snoop Dogg icon.
Play as Different Characters
Select New Game at the main menu. Enter the following codes at the license plate screen to play as different characters from the game. You must hold down L1 + R1 when selecting "OK" to make the code work You will hear a confirmation sound if entered correctly.
R O S A—Rosie Velasquez
H U R T _ M 3—Rose in lingerie
F A T T—George
B I G 1—Chief Wanda Parks
F U Z Z—Officer Johnson
B O O Z—Bum
S W A T—SWAT
M I K 3—Commando
F A N—Gangster
P H A M—Butcher
M N K Y—Thug
B O O B—Punker girl
M R F U—Asian gangster
H A R A—Asian worker
T A T S—Tattoo lady
P I M P—Pimp
B R U Z—Boxer
H A W G—Biker
J A S S—Donkey
J I M M—Zombie

TWISTED METAL: BLACK
Secret Codes
At any time during gameplay, hold L1 + R1 + L2 + R2 and quickly enter any of the following codes. You'll see a message appear on the screen immediately after entering each code
God Mode—Up, X, Left, O
Invulnerable—Right, Left, Down, Up
Exchange weapons for health—△, X, □, O
Killer Weapons—X, X, Up
Mega Guns—X, X, △

WAKEBOARDING UNLEASHED FEATURING SHAUN MURRAY
Cheat Codes
Enter any of the following codes quickly at the main menu If you're not fast enough, they won't register
Perfect balance on rails and manuals—Down, Up, Left, Right, X, △, □, O, R1, R2, L1, L2
Unlock secret characters—Rotate the right analog stick 15 times clockwise or counter-clockwise
Unlock all levels—□, □, □, □, O, O, O, O, △, △, △, △, ↓, O, △
Complete all gaps—R1, L1, L2, R2, R1, L1, L2, R2, R1, L1, L2, R2, R1, L1, L2, R2
Unlock each rider's 2nd and 3rd boards—Up, Up, Left, Left, Right, Right, Down, Down, Up, Left, Right, Down, Up, Left, Right, Down
Master code (unlock everything + perfect balance)—Up, Down, Up, Down, Up, Down, Up, Down, Up, Down, Left, Right, Left, Right, Left, Right, Left, Right, Left, Right, Left, Right

WAR OF THE MONSTERS
Unlock Mecha Sweet Tooth
First, beat the Story mode in *Twisted Metal Black* with Sweet Tooth Then start *War of the Monsters* with a memory card containing your saved file from *Twisted Metal: Black* You will see a message saying, "Mecha Sweet Tooth Unlocked" before the game starts. Choose the fourth costume for Agamo to play as Mecha Sweet Tooth

WAY OF THE SAMURAI
Secret Codes
At any time during the game, press START to pause, then enter any of the following codes You'll see the effects take place immediately after entering each code correctly
Increase equipped weapon's durability by 1—Hold R1 + R2 and press Right, Right, Left, Left, Down, Up, O
Restore all life—Hold L1 + L2 and press Down, Up, Down, Up, Right, Left, O

WHITEOUT
Unlock All Tracks, Characters and Snowmobiles
At the main menu, hold L1 + R1 and press Right, Right, Right, Right
Race Codes
Enter any of the following codes at any time during a race:
Automatic win—Hold L2 + △ and press Up, Down, Left, Right
Restore Stamina—Hold L2 + △ and press Right, Right, Left, Down
View other riders—Hold L2 + △ and press Down, Down, Left, Left (repeat the code to toggle between riders)

WINBACK: COVERT OPERATIONS
Secret Codes
Enter any of the following codes quickly at the title screen.
Unlock All Characters in Versus Mode—Press Up, Down, Down, Right, Right, Left, Left, Left, Left, then hold O and press START
Unlock "Trial" option—Press Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, then hold △ and press START
Unlock "Max Power" option—Press L1, R2, L2, R2, L2, △, O, △, O, then hold L1 and press START
Unlock "Sudden Death" option—Press L2, R2, L2, R2, O, △, O, △ Next, hold L1 and press START

WRECKLESS: THE YAKUZA MISSIONS
Unlock All Missions and Cheats
Select the "Cheats" option from the "Scenario Select" menu. Highlight the "unlimited time" option in the cheat menu and simultaneously press L2 + R1 + Right + O repeatedly until all cheats become available

X2: WOLVERINE'S REVENGE
Cheat Codes
Enter the following codes at the main menu.
Level Select/Unlock Challenges—△, O, △, □, △, O, L1 + R1
Unlock all Cerebro files, movies and costumes—△, O, △, O, □, □, L1 + R1
Unlock "Cheats" menu option at the Paused screen—△, △, O, O, □, □, O, O, L1 + R1

ZONE OF THE ENDERS
Versus Mode
At the title screen, press O, X, Right, Left, Right, Left, Down, Down, Up, Up. You'll hear a special sound effect after entering it correctly. A new item called "Versus" will now appear at the main menu.
Exchange Level for Health and Ammo
At any time during gameplay, press START to pause, then press L1, L1, L2, L2, L1, R1, L1, R1, R2, R1. Your health and ammo will be fully restored, but your level will decrease by one at the same time However, if you're at Lv. 1 already, the code will not work.

GameCube tips

GameCube Hardware
Alternate Sounds
Hold the Z button on Controller 1 when turning on the GameCube to hear an alternate startup theme. If you hold the Z button on all four controllers when powering-up the system, you'll hear yet another completely different startup sequence

1080° AVALANCHE
Avalanche Codes
Choose "Options" from the main menu, then select "Enter an Avalanche Code" and enter any of the following codes.
JASIKRR—Sub-Zero Assault: Spinal Damage (Novice Match Challenge)
2AUNIKFS—Sub-Zero Assault: Ballistic (Hard Match Challenge)
EATFIKRM—Avalanche Alley: No Way Out (Expert Match Challenge)
9AVVIKNY—Avalanche Alley: Outway Knoll (Extreme Match Challenge)

AGGRESSIVE INLINE
Secret Cheats
Select "Cheats" from the Options menu and enter any of the following codes. You'll be automatically returned to the Options menu after entering a code correctly
↑↑↓↓←→←→BAB A—Unlock all levels
↓→↓→↓←↓←↓→→→—Unlock all characters
←←→→←→↓↑↑↑A I—Juice meter regenerates
←←←←→→→→←→←→↑—Super spins
↑↓↑↓←→←→ABABS—Low gravity wall rides
SKELETON—Obtain all keys
BIGUPYASELF—Perfect grinds
JUSTIN BAILEY—Perfect handplants
QUEZDONTSLEEP—Perfect manuals

ANIMAL CROSSING
Secret Passwords
Speak to Tom Nook and choose the "other things" option. At the next menu, select "say code" and carefully enter any of the following passwords to obtain special items
Nintendo bench
cU3jlm@hdl6Aip
zJFAEajAcbZXim
Starman
4UF6T948GZ3ZW3
dw#%jtLEqj5ZBf
Cannon
4UT6T6L89ZnOW3
dw&%jtL3qjLZBf
Flagpole
4UT6T6L89ZnOW3
dwU%jtL3qjLZBf
Green pipe
1mWYg61fB@&q7z
8Xz5Nwpfij76ts
Super mushroom:
#SbaU1Rmw#gwkY
Bh66qeLMscTY%2
Coin
rSbaU1RmwUgwkA
1K6tq#LMscTY%2
Koopa shell
rSbaU1AmwUgwkY
1K6tq#LGscTY%2
Fireflower
4UT6T948GZnOW3
dw#%jtLEqj5ZBf
Brick block
1mWYg61fB@&q75
8Xz5NKpfWj76ts
? block
#SbaU1Rmw#gwkY
BK66q#LGscTY%2
Money Tree
Search your town for a glowing spot on the ground, you'll find one per day. Dig up the glowing spot with your shovel to find bells. Notice that the hole is still glowing after you remove the bag of money. If you bury some bells in that spot, it may grow into a "money tree" that drops bags of bells like fruit. (The bells won't reappear after a few days the way fruit does.) Try different denominations for different results

Get the Golden Shovel
Buy an extra shovel from Tom Nook and bury it in the glowing spot (see above) before you leave the area. It's in. If the spot is not too close to a wall, bush or other obstacle, a special gold tree may appear. Within a few days, it may bear fruit in the form of a special golden shovel. The golden shovel can be used to dig up bells from random spots all over your town. You can also use it to find rare items on the island by using the following method: Bury unwanted furniture on the island, then leave the golden shovel there along with various kinds of fruit. Playing on the Game Boy Advance, feed your islander fruit until he or she has a very happy, squinting smile, then have the islander dig up the furniture with the golden shovel. He or she will replace the furniture items with rare "island" items or even NES games like *Baseball* or *Wario's Woods*. Now return to the island on the GameCube to retrieve your golden shovel and dig up the rare items the islander buried

Get the Golden Axe
To get a special golden axe which never breaks, you must maintain what the wishing well considers to be a "perfect" town as determined by the following criteria
1) Pull all of the weeds in your entire town and pick up all of the trash from the ground
2) Plant and/or chop down trees until there are between 12 and 14 trees in every acre where it's possible to do so
3) Plant lots of flowers (flowers can reverse the negative effects of weeds that you may have missed)
Once you've done all this, speak to the wishing well and ask it "How are things?" If it says "Everything is perfect! [Town name] is a very liveable place," you must then maintain the town for two full weeks without any lapses in the "perfect" rating. The next player who visits the wishing well after the 14th day will be given a golden axe by the well spirit. If you get any other message from the wishing well, it's probably because you didn't count the trees correctly. To help you determine which acre each tree is in, pay attention to the invisible borderline that causes the screen to scroll into the next acre when you cross it

ATV: QUAD POWER RACING 2
Cheat Codes
Enter the following codes in the "Name Your Rider" screen when creating a new profile. A confirmation message will appear each time you enter a code correctly
BUBBA—Unlock all riders
GENERALLEE—Unlock all vehicles
ROADKILL—Unlock all tracks
REDROOSTER—Unlock all championships
DOUBLEBARREL—Unlock all challenges
FIDDLERSELBOW—Max skill level
GINGHAM—Max stats

BALDUR'S GATE: DARK ALLIANCE
Play as Drazzt Do'Urden
At the character select screen, hold L + R + Y and press A. You won't see or hear any special indication that the code worked until you begin your game
Level Warp & Invincibility
At any time during gameplay, hold L + R + Left + Y and press START. After entering the code correctly, a special menu will appear

BATMAN: RISE OF SIN TZU
Cheat Codes
At the main title screen (when the words "Press Start" appear), hold L + R and enter any of the following codes
Unlimited health—**Up, Right, Up, Left, Down, Left, Down, Right**
Unlimited combo meter—**Left, Right, Down, Up, Up, Down, Right, Left**
All upgrades—**Down, Up, Down, Left, Down, Right, Up, Down**
All end-game rewards—**Left, Down, Left, Right, Left, Left, Down, Right**
Dark Knight difficulty level—**Right, Up, Up, Right, Left, Down, Right, Up**

BEACH SPIKERS: VIRTUA BEACH VOLLEYBALL
Secret Codes
Choose "World Tour" from the main menu and start a new game. At the "Team Edit" menu, enter any of the following names in the "Name" box to unlock secret hair styles, face types and uniforms. Note: After entering a code correctly, you'll hear a chime and the code will not be registered as your character name
JUSTICE—Sunglasses 94, Uniform 105 and 106 (*Virtua Cop*)
DAYTONA—Uniform 107 and 108 (*Daytona USA*)
VIPERS—Hair Style 75, Face Type 51, Uniform 109 and 110 (Candy/Honey from *Fighting Vipers*)
ARAKATA—Hair Style 76, Face Type 52, Uniform 111, 112 and 113 (Ulala from *Space Channel 5*)
PHANTA 2—Hair Style 77, Face Type 53, Uniform 114 and 115 (Ne. from *Phantasy Star II*)
OHTORI—Uniform 116 and 117 (Sega logo)

BLACK & BRUISED
Cheat Codes
Choose "Setup" from the main menu, then select "Cheat Codes" and enter any of the following codes. To deact vate a code, just enter the same code again
Unlock Intercontinental Mode—**START A, A, A, Y, Y, Y, X, X, X, START**
Unlock all boxers' second skins—**START, A, Z, Y, X, START**
Unlock all boxers—**START, A, Y, X, X, Z, Z, X, Y, A, START**
Unlock Scrap Yard scene—**START, Y, Z, Y, Z, A, A, START**
Unlock conversation mode—**START, Z, A, Y, X, Z, Z, Z, START**
Invulnerability—**START A, A, Y, Y, Z, Z, X, X, START** (or enter on Controller 2 for Boxer 2)
Unlock all chapters in "Boxer's Life" mode—**START, A, X, Y, Z, A, X, Y, Z, START**
Double speed—**START, Z, Z, Z, Z, Z, Z, Z, Z, Z, START**
Constant Powerup—**START A, Y, A, Y, A, Y, X X, X START** (or enter on Controller 2 for Boxer 2)

BLOOD OMEN 2
Cheat Code
At the main menu, press Z, R, L, B, X, Y. You'll hear a special sound effect to confirm. When you start a new game, you'll have the Soul Reaver and Iron Armor

BLOODRAYNE
Secret Codes
From the main menu, select "Options," then select "Enter Cheat" and enter any of the following codes. You can also access the Cheats menu from the Pause menu. All of the cheats except the first one must be toggled on by accessing the Cheats menu in this way after entry
ON THE LEVEL—Enable level select
TRASSASSIN DONT DIE—Unlock God Mode
LAME YANKEE DONT FEED—Unlock Restore Health
ANGRY XXX INSANE HOOKER—Unlock Fill Bloodlust
NAKED NASTY DISHWASHER DANCE—Unlock Time Factor parameter
DONT FART ON OSCAR—Unlock Enemies parameter
SHOW ME MY WEAPONS—Unlock Show Weapons on Body
INSANE GIBS MODE GOOD—Unlock Gratuitous Dismemberment
JUGGY DANCE SQUAD—Unlock Juggy Mode

CEL DAMAGE
Secret Codes
To enter the following codes, you must have a memory card inserted into Slot A. From the main menu, select "Play," then press A and select "Create/Load." Next, select "Create New," then "Memory Card Slot A," then "New Name." Now enter any of the names below. You'll hear a special fanfare after entering a correct code
WHACKLAND—Unlock all desert stages and Whack Angus
EARLSPLACE—Unlock all Transylvania stages and Count Ear
BRAINSALAD—Unlock all space stages and Brian the Brain
TWRECKSPAD—Unlock all jungle stages and Twrecks
MELEEDEATH—Unlock melee weapons
HAZARDOUS—Unlock hazard weapons
UNIQUEWPNS—Unlock personal weapons
GUNSMOKE!—Unlock ranged weapons
MOVEITNOW—Unlock movement powerups
FANPLASTIC—Unlock plastic rendering mode
MULTIPLEX!—Unlock Finale sequences
PITA—Unlock all stages, weapons and characters, plus the plastic render mode

CONFLICT: DESERT STORM II BACK TO BAGHDAD
Cheat Code
At the main menu, press **Z, Z, Y, Y, X, X, B, B, START, START**. A new "Cheats" option will appear in the Options menu

CRAZY TAXI
Secret Bicycle
To drive a secret bicycle instead of a cab in Arcade or Original mode, carefully enter the following code at the character-select screen
Hold L, hold R, release L, release R
Hold R, hold L, release R, release L
When you lock in your character with the A button, you'll hear a bicycle bell to confirm that the code has been entered correctly
Another Day
Use the following code at the character-select screen in Arcade or Original mode. When the character you want to choose is on the screen, press and release R once, then hold down R and press A. You'll see the words "another day" appear in the lower left corner of the screen. In this mode, you'll have a different starting point and your customers will be in different locations
Speedometer
You need a second controller plugged into Port 3 to enter the remaining codes. At any time during a game, hold R and press X five times using Controller 3. A "mph" indicator will appear next to the Drive/Reverse lights in the lower right corner of the screen. To toggle the speedometer off, just hold R and press X on Controller 3 again
Alternate Camera Angles
Use the following button combinations on Controller 3 to change the camera angle at any time during the game
• Hold R and press Y on Controller 3 to switch to a camera that follows you from a fixed location and moves to various fixed locations as you drive around
• Hold R and press B on Controller 3 to toggle between two additional camera angles. One is a first-person view through the windshield of your cab and the other is a close-up view of your passenger's face
• Hold R and press A on Controller 3 to return to the default view

DAVE MIRRA FREESTYLE BMX 2
Cheat Codes
Enter any of the following codes at the main menu (use the D pad for all direct onal commands)
Unlock all characters, levels, competition outfits, bikes, sponsors and signature tricks—**Up, Right, Down, Left, Right, Right, Up, Down, Left, Right, Up, Left, Right, Right, Down, B**
Unlock all movies—**Up, Left, Down, Right, Left, Left, Right, Left, Up, Down, B**
Unlock secret pieces in Park Editor—**Up, Left, Down, Right, Down, Up, Up, Down, Right, Right, B**
Unlock all Park Editor themes—**Up, Left, Down, Right, Down, Up, Down, Right, Left, Left, B**

DEF JAM VENDETTA

Unlock Characters

At the main menu, select Battle mode and choose any match type. At the character select screen, hold L + R + Z and enter any of the following codes. The codes must be entered quickly as soon as you hold L + R + Z. If entered correctly, you will hear a confirmation sound.

Ari—A, Y, B, X, Y
Briggs Alternate Costume—A, B, X, Y, X
Carla—A, Y, A, A, A
Chukklez—Y, Y, B, A, X
Cruz—X, B, A, A, X
D-Mob—Y, B, Y, A, X
D-Mob Alternate Costume—Y, Y, B, Y, Y
Dan G—A, X, A, X, Y
Deebo—X, X, A, A, B
Deja—X, Y, X, X, A
DMX—X, A, X, B, Y
Drake—A, B, B, X, X
Funkmaster Flex—X, B, X, X, Y
Headache—B, B, B, Y, X
House—B, A, B, X, A
Jeberg—Y, B, X, Y, X
Ludacris—X, X, X, Y, B
Manny Alternate Costume—X, Y, X, Y, X
Masa—A, X, B, Y, Y
Method Man—Y, X, A, B, X
Moses—B, B, Y, Y, A
NORE—X, Y, B, A, X
Nyne—Y, X, A, A, B
Omar—X, X, Y, B, B
Opal—X, X, Y, Y, B
Peewee—A, A, Y, B, Y
Peewee Alternate Costume—A, B, B, Y, X
Penny—A, A, A, B, X
Pockets—B, Y, X, Y, A
Proof Alternate Costume—A, Y, B, Y, X
Razor—B, Y, B, X, A
Razor Alternate Costume—Y, X, A, B, B
Redman—X, X, B, Y, A
Ruffneck—A, Y, A, B, X
Ruffneck Alternate Costume—Y, X, B, A, Y
Scarface—X, Y, A, B, Y
Sketch—B, B, X, Y, A
Snowman—B, B, A, A, X
Spider Alternate Costume—Y, B, A, Y, X
Steel—A, B, X, X, B
Tai—X, X, Y, A, X
Tank Alternate Costume—B, Y, X, A, A
Zaheer—B, B, Y, A, A

Unlock Stages

At the "Choose Stage" screen in Battle mode, hold L + R + Z and enter any of the following codes. The codes must be entered quickly as soon as you hold L + R + Z. If entered correctly, you will hear a confirmation sound.

The Warehouse—A, A, Y, A, Y
Grimeyville—Y, Y, Y, A, Y
Club Luda—X, B, Y, A, Y
The Dragon House—B, A, Y, A, X
The Junkyard—A, Y, Y, A, B
The Face Club After Hours—Y, A, Y, Y, X
Def Jam—X, A, Y, A, B
Def Jam Vendetta—B, X, A, Y, Y
The Bounty Club—A, Y, Y, X, X

DIE HARD: VENDETTA

Cheat Codes

Enter the following codes at the main menu, a confirmation message will appear each time you enter a code correctly. Note that the game keeps track of the last button you pressed and may confuse the order in which you press them, so it's a good idea to enter the game and then exit to the main menu before entering each code.

Invulnerable—L, R, L, R, L, R, L, R
All Levels Unlocked—X, Y, Z, Z, X, Y, Z, Z
Infinite Hero Time—B, X, Y, Z, L, R
Liquid Metal—B, Y, X, B, Y, X
Big Heads—R, R, L, R
Pin Heads—L, L, R, L
Flame On—B, X, Y, B, X, Y
Exploding Fist—B, X, R, R
Hot Hands—X, B, Y, L, L
Kamikaze—L, R, Z, Y, B

DISNEY SPORTS SOCCER

Unlimited Magic

At the title screen press Y, Y, Y, Y, Y, B, A, Y. You will hear a confirmation sound if the code is entered correctly. You will now have unlimited magic for any pair of magic shoes.

DISNEY'S EXTREME SKATE ADVENTURE

Cheat Codes

Select "Options" from the main menu, then select "Cheat Codes" and enter any of the following codes.

entourage—Unlock all characters
ambassador—Unlock all stages
trendytrickster—Unlock all items in Create-a-Skater menu
inthezone—Special meter always full
savannah—Unlock *Lion King* movie
marin—Unlock *Toy Story* movie
nugets—Unlock *Tarzan* movie

ENTER THE MATRIX

Cheat Codes

Select "Hacking" from the main menu (You must have a previously saved game on your memory card to access the Hacking option.) At the "A:\>" prompt, enter "CHEAT EXE" and hit the "Return" button, a message will confirm that you are in cheat mode. To enter each of the following codes, you must input "CHEAT" and a space, then the cheat code (e.g. "CHEAT 0034AFFF") followed by a Return, or you can simply select "CHEAT" from the Command list menu, then enter the code and hit Return. A message will appear to confirm each time you enter a code correctly.

0034AFFF—All weapons unlocked
1DDF2556—Infinite ammo
69E5D9E4—Infinite focus
7F4DF45 1—Infinite health
13D2C77F—Unlock Bonus Test Level
FFFFFFF1—Invisibility (enemy can't see you)
D5C55D1E—Multiplayer Fighting
7867F443—Faster Logos Flight Speed

EXTREME G III

Secret Cheats

At the "Press Start" screen or the main menu, enter any of the following codes. A special message will appear after entering a code correctly.

Infinite shield—L + R, Z, L + R, Z
Infinite ammunition—L, R, L, R, L + R, Z
All tracks unlocked—L, L, R, R, Z, Z, L + R + Z
Win the next race—L + R + Z, L + R, Z, L + R + Z
Double prize money—L, R, Z, L, R, Z, L + R
Extreme lap challenge—L, R, L, R, L, R, Z, L + R

F-ZERO GX

Unlock Extra Soundtrack

Enter the "Customize" menu and select "F-Zero Shop," then press Z, Left, Right, Left, Z, Y, X, Z, Left, Right, Left, Right, Z, X, Z, X, Z, you'll hear a confirmation sound. Now enter "Items" and you'll see a new soundtrack called "Sounds of Big Blue" available for purchase.

FINDING NEMO

Secret Cheats

Enter any of the following codes at the title screen. If entered correctly, you will hear a confirmation sound and the word "Cheat!" will appear. You can then toggle the cheats on and off at the pause menu during gameplay.

Level select—Y, Y, Y, B, B, X, B, Y, X, B, Y, B, Y, B, Y, X, Y, Y
Invincibility—Y, B, B, X, X, X, X, Y, Y, B, B, B, X, X, X, B, Y, X, X, X, B, X, Y, X, X, B, X, Y, X, X, B, X, X, Y, X, B, X, X, X, Y
Reward level—Y, B, X, X, B, Y, Y, B, X, X, B, Y, Y, X, B, Y, B, X, X, B, Y
Credits—Y, B, X, Y, Y, B, X, Y, B, X, Y, B, B, X, Y, B, X, Y, B, X, X, Y, B, X

FREAKY FLYERS

Unlock Everything

At the Profile Select screen, select "New" and enter the name "ZENBU" to unlock all characters, levels, mini-games and specials.

FREEKSTYLE

Secret Codes

Choose "Options" from the main menu, then select "Enter Codes" and enter any of the following codes.

ALLFREEK—Always be in freekout mode
HELMET—Rider wears a helmet
FIAL—Flames come out of your rear wheel
WTCHKPRS—Blurry rainbow-colored graphics
COOLDUDE—Unlock Clifford Adoptante
GIMEGREG—Unlock Greg Albertyn
BLONDIE—Unlock Jessica Patterson
TOUGHGUY—Unlock Mike Jones
EYEDROP S—Unlock Bloodshot bike for Mike Metzger
BRRRRRAP—Unlock Rock of Ages bike for Mike Metzger
SEVENTWO—Unlock Rhino Rage bike for Mike Metzger
WHATEVER—Unlock Mutisha Man bike for Brian Deegan
HEDBANGR—Unlock Heavy Metal bike for Brian Deegan
WHOZASKN—Unlock Dominator bike for Brian Deegan
OVENMITT—Unlock Hot Stuff bike for Leeann Tweeden
STYLIN—Unlock Trend Setter bike for Leeann Tweeden
GOODLOOK—Unlock Seducer bike for Leeann Tweeden
HERELAM—Unlock Amore bike for Stefy Bau
SPARKLES—Unlock Disco Tech bike for Stefy Bau
TWONEON E—Unlock 211 bike for Stefy Bau
SUPDUDE—Unlock Gone Tiki bike for Clifford Adoptante
GOFLOBRO—Unlock Island Spirit bike for Clifford Adoptante
STOKED—Unlock Hang Loose bike for Clifford Adoptante
KICKBUTT—Unlock Beater bike for Mike Jones
HORNS—Unlock Lil' Demon bike for Mike Jones
PLUNGER—Unlock Flushed bike for Mike Jones
HEKACOOL—Unlock Speedy bike for Jessica Patterson
LIGHTNIN—Unlock Charged Up bike for Jessica Patterson
TONBOY—Unlock Racer Girl bike for Jessica Patterson
ALLSHOOK—Unlock The King bike for Greg Albertyn
PATRIOT—Unlock National Pride bike for Greg Albertyn
NUMBER 1—Unlock Champion bike for Greg Albertyn
HELLOOOO—Unlock Ecko MX gear for Mike Metzger
BODYART—Unlock All Tatted Up gear for Mike Metzger
RIPPED—Unlock Muscle Bound gear for Brian Deegan
SOLDIER—Unlock Commander gear for Brian Deegan
THNKPINK—Unlock Fun Lovin' gear for Leeann Tweeden
SPICY—Unlock Red Hot gear for Leeann Tweeden
KIDSGAME—Unlock Playing Jax gear for Stefy Bau
INVASION—Unlock UFO Racer gear for Stefy Bau
WINGS—Unlock Tiki gear for Clifford Adoptante
NOSLEEVE—Unlock Tankin' It gear for Clifford Adoptante
BABYBLUE—Unlock Blue Collar gear for Mike Jones
BOXCARS—Unlock High Roller gear for Mike Jones
LAYERS—Unlock Warming Up gear for Jessica Patterson
NOT2GRLY—Unlock Hoodie Style gear for Jessica Patterson
LOOKGUD—Unlock Sharp Dresser gear for Greg Albertyn
COMET—Unlock Star Rider gear for Greg Albertyn

GAUNTLET: DARK LEGACY

Secret Codes

Enter any of the following codes at the "Enter your name" screen that appears whenever you start a new game.

ALLFUL—Start with 9 keys and 9 potions
10000K—Start with 10,000 gold
ICE600—Play as a big fat Dwarf
NUD069—Play as a sado-masochist Dwarf
STX222—Play as a smiley-face stick figure
KJH105—Play as a stick figure with a cap
PNK666—Play as a stick figure with a mohawk
BAT900—Play as a centurion
TAK118—Play as a ninja
STG333—Play as a bald guy
KAO292—Play as a waitress
CSS222—Play as a guy with a baseball bat
ARV984—Play as a guy with a mace
DIB626—Play as a guy with a head on a staff
RIZ721—Play as a quarterback
DARTH C—Play as a bald guy with black cape
TWN300—Play as a blue/orange Valkyrie with a bloody scythe
SJB964—Play as a guy with two scythes
AYA555—Play as a Japanese schoolgirl
CEL721—Play as a cheerleader
CAS400—Play as a special Warrior
MTN200—Play as a General
RAT333—Play as a Warrior rat
OAR495—Play as a bald Wizard
GARM00—Play as a Wizard with a dark cloak
DES700—Play as a Wizard in desert garb
SKY100—Play as a green alien
SUM224—Play as Sumner

GOBLIN COMMANDER UNLEASH THE HORDE

Cheat Codes

At any point in the game, hold L + R + Y + Down for three seconds, you should see a message on the screen indicating that the cheat mode has been turned on. Now you can enter any of the following codes.

Access all levels—Y, Y, Y, L, R, L, L, R, L, R, R, L, R, L, L, R, L, L, R, L, L, R, L, R, R, Y, Y, Y
God mode—R, R, R, L, L, L, R, L, Y, R
Auto-win—R, R, L, L, L, R, R, Y, Y, Y
Gold + 100—L, R, R, R, R, L, Y, L, L, L
Souls + 100—R, L, L, L, L, R, Y, R, R, R
1,000 Gold, 1,000 Souls—R, R, L, R, R, Y, Y, Y, L, L
Fog of War—R, L, R, R, L, L, Y, Y, L, R
50% game speed—L, L, L, L, L, Y, Y, Y, Y, R
200% game speed—R, R, R, R, R, L, Y, R, R, R

GODZILLA: DESTROY ALL MONSTERS MELEE

Cheat Codes

At the main menu, hold L, then B, then R, then release B, release R, then release L. A cheat code prompt will appear where you can enter any of the following codes. You'll hear a special sound effect after entering a correct code.

480148—Unlock all cities
696924—Unlock all monsters except Orga
202412—Unlock Orga
760611—11 Continues in Adventure Mode
756287—All objects are throwable
112122—All objects are indestructible
492877—Health regenerates for Player 1
649640—Unlimited Rage for Player 1
122224—Unlimited Rage for Player 2
548053—Unlimited Rage for Player 3
451242—Unlimited Rage for Player 4
677251—Unlimited Energy for Player 1
435976—Unlimited Energy for Player 2
603696—Unlimited Energy for Player 3
291680—Unlimited Energy for Player 4
843901—Invincibility for Player 1
706149—Invincibility for Player 2
188522—Invincibility for Player 3
286552—Invincibility for Player 4
505634—Invincibility (all players)
511012—Stronger attacks for Player 1
815480—Stronger attacks for Player 2
212454—Stronger attacks for Player 3
286552—Stronger attacks for Player 4
817683—Stronger attacks (all players)
986875—Smaller monsters for Player 1
971934—Smaller monsters for Player 2
895636—Smaller monsters for Player 3
795735—Smaller monsters for Player 4
174204—Smaller monsters (all players)
316022—Invisible monsters
443253—Hide all in-game interface graphics
567980—Black and white film mode
661334—Shift color hue
176542—Watch credits

GROOVERIDER: SLOT CAR THUNDER

Cheat Codes

Choose "Single Player" from the main menu, then select "Time Trial" and earn a record time on any track. When the "Please Enter Your Name" menu appears, enter your name as "MARK" and return to the main menu. Now select "Options" and you'll find that the "Cheats" option has been unlocked. At the cheats menu, you can change the car speed, select "Unlock Championships" to unlock everything in the game or toggle the "Ghost" option to disable the game's collision detection (doesn't work in Time Trial mode).

See the Credits

Earn a record time in Time Trial mode as described above, then enter your name as "BGM" to see the game's credits.

HULK

Cheat Codes

Choose "Options" from the main menu, then select "Code Input" and enter any of the following codes to unlock various features. The effects of the codes must be toggled on after entry by accessing the "Cheats" menu under "Special Features."

GMMSKIN—Unlock "Invulnerability" cheat
FLSHWND—Unlock "Regenerator" cheat
ANGMNGT—Unlock "Full Rage Meter" cheat
GRNCHTR—Unlock "Unlimited Continues" cheat
HLTHDS E—Unlock "Double Hulk's HP" cheat
BRNGITN—Unlock "Double All Enemies HP" cheat
MMMYHLP—Unlock "Half All Enemies HP" cheat

F S T O F R Y—Unlock "Wicked punch" cheat
B R C E S T N—Unlock "Puzzle Solved" cheat
N M B T H I H—Unlock "Reset High Score" cheat
T R U B L V R—Unlock "All levels" cheat

Additional Cheats

The following codes can only be entered at a "Universal Code Input" terminal within the game; the first one is located in the "Infiltration" stage
J A N I T O R—Unlock "Gray Hulk" cheat
S A N F R A N—Unlock "Hulk Transformed" in Movie Art
P I T B U L L—Unlock "Hulk vs. Hulk Dogs" in Movie Art
F I F T E E N—Unlock "Desert Battle" in Movie Art
N A N O M E D—Unlock "Hulk Movie F/X" in Hulk Unleashed

I-NINJA

Cheat Codes

At any time during gameplay, press **START** to pause the game and enter any of the following codes:
Sword upgrade—Hold L + R and press X, B, X, Y, Y, B, X, B
Complete current mission—Hold R and press B, B, B, X; release R, hold L and press Y, Y; release L, hold R and press B, B (Note: This code will only work during normal missions; it can't be used in "Collect the Red Coins" or "Find All the Enemies" missions)
Big head mode—Hold R and press Y, Y, Y, Y; release R, hold L and press Y, Y; release L, hold L + R and press Y, X, Y

KELLY SLATER'S PRO SURFER

Secret Codes

Choose "Extras" from the main menu, then select "Cheats" and enter any of the following codes:
7 1 4 5 5 5 8 0 9 2—Mega cheat
6 1 9 5 5 5 4 1 4 1—All boards
3 2 8 5 5 5 4 4 9 7—All levels
9 4 9 5 5 5 7 9 9—All surfers
7 0 2 5 5 5 2 9 1 8—All surfs
6 2 6 5 5 5 6 0 4 3—All tricks
2 1 2 5 5 5 1 7 7 6—Max stats
2 1 3 5 5 5 5 7 2 1—Perfect balance
2 1 7 5 5 5 0 2 1 7—High jumps
8 7 7 5 5 5 3 8 2 5—1st-person view
8 1 8 5 5 5 1 4 4 7—Trippy graphics

LEGENDS OF WRESTLING

Unlock All Wrestlers

At the main menu, press **Up, Up, Down, Down, Left, Right, Left, Right, Y, Y, X**. A message will appear on the screen to confirm the code

THE LORD OF THE RINGS: THE TWO TOWERS

Secret Codes

At any time during the game, press the **START** button to pause, then enter any of the following codes. Use the D-pad to enter the directional commands:
Restore health—Hold L + R and press Y, **Down, A, Up**
Restore missiles—Hold L + R and press A, **Down, Y, Up**
All Level 2 upgrades—Hold L + R and press X, **Right, X, Right**
All Level 4 upgrades—Hold L + R and press Y, **Up, Y, Up**
All Level 6 upgrades—Hold L + R and press B, **Left, B, Left**
All Level 8 upgrades—Hold L + R and press A, **A, Down, Down**
1,000 upgrade points—Hold L + R and press **A, Down, Down, Down**
The remaining codes can be entered the same way, but they will not work until you have unlocked the "Secret Codes" option, which appears as a gold ring on the right side of the game's map screen. You must first beat the Helm's Deep: Hornburg Courtyard stage and reach Level 10 with any character, this will unlock the Secret Mission for that character. After beating the Secret Mission, the Secret Mission: Play as Secret Character option will be unlocked. Once you've beaten the Secret Mission while playing as the secret character, the Secret Codes option will be unlocked and you'll be able to use the following cheats:
Always devastating—Hold L + R and press B, **B, X, X**
Small enemies—Hold L + R and press Y, Y, A, **A**
Slow motion—Hold L + R and press Y, X, A, B
Infinite missiles—Hold L + R and press B, X, A, **Y**
All upgrades—Hold L + R and press Y, X, Y, X
Invulnerable—Hold L + R and press Y, B, A, X

MARIO GOLF: TOADSTOOL TOUR

Special Contests

Hold the Z button and press **START** at the title screen. You will see a new option called "SP Contests" at the main menu. Choose the new option and you'll see that the "Hole-in-One Contest" is already open. Select "Password Tournament" from the SP Contests menu and enter the following passwords for more contests
D E K W 5 G 7 U—Camp Hyrule Cup
G G A A 2 4 1 H—Super Mario Open
C E U F P X J 1—Target Bullseye Tour
B J G Q B U L Z—Hollywood Video Tour
E L B U T 3 P X—Peach's Invitational

MAT HOFFMAN'S PRO BMX 2

Cheat Codes

At the "Press Start" screen, quickly enter any of the following codes. You'll hear a sound effect after entering each code correctly
Perfect balance—**Down, Up, X, Down, Up, X, Down, Up, X**
Adrenaline meter always full—**Down, A, A, A, R, R, R**
All riders have fiery hands and feet—**Down, B, B, A, A, R, R**
Invisible bikes—**Down, Up, Left, Down, Right, Down, Left, Up**
Unlock Day Smith—**B, Up, Down, Up, Down, Y**
Unlock Vanessa—**B, Down, Left, Left, Down, Y**
Unlock Bigfoot—**B, Right, Up, Right, Up, Y**
Unlock Mime—**B, Left, Right, Left, Right, Left**
Unlock Volcano—**B, Up, Up, A, Up, Up, A**
Unlock "vegas" rags (rider options)—**X, L, L, Up, Up**
Unlock "gear" rags (rider options)—**X, B, Left, Right, Left, X**
Unlock Tik Battle mode—**L, L, Down, R, A, L**
Unlock all levels in all modes except Road Trip—**Y, Right, Right, B, Down, Y**
Unlock Chicago in Road Trip mode—**Y, Up, B, Up, B, Y**
Unlock Las Vegas in Road Trip mode—**Y, R, Left, L, Right, Y**
Unlock New Orleans in Road Trip mode—**Y, Down, Right, Up, Left, Y**
Unlock Boston in Road Trip mode—**Y, Up, Down, Down, Up, Y**
Unlock Los Angeles in Road Trip mode—**Y, Left, B, B, Left, Y**
Unlock Portland in Road Trip mode—**Y, A, A, B, B, Y**
Unlock all Mat Hoffman videos—**R, Left, X, Left, X, Left, R**
Unlock all Joe Kowalski videos—**R, Up, A, B, Down, R**
Unlock all Rick Thorne videos—**R, L, Right, R, Left, R**
Unlock all Mike Escamilla videos—**R, X, A, A, X, A, A, R**
Unlock all Simon Tabron videos—**R, L, L, R, L, L, R**
Unlock all Kevin Robinson videos—**R, A, B, Down, Up, R**
Unlock all Cory Nastazio videos—**R, Y, X, X, Y, Y, Y, R**
Unlock all Ruben Alcantara videos—**R, Left, Right, Left, Right, Left, Right, R**
Unlock all Seth Kimbrough videos—**R, Up, Up, X, X, X, R**
Unlock all Nate Wessel videos—**R, Down, B, X, Down, B, X, R**
Unlock all music tracks—**L, Left, Left, Right, Right, Right, A, A**
No on-screen displays—**Down, B, X, A, Y**

MEDAL OF HONOR: FRONTLINE

Passwords

Enter any of the following codes at the Password screen from within the Options menu. The codes marked with an asterisk (*) activate cheats which must then be turned on at the Bonus menu
H E A D S U P—Achilles Head*
R E F L E C T O R—Bullet Shield*
H I D E N S E E K—Invisible Enemy*
B I G B O O M E R—MOHton Torpedo*
M A D H A T T E R—Men With Hats*
F L A W L E S S—Perfectionist*
B O U N C E—Rubber Grenades*
S U P E R S H O T—Snipe-o-Rama (all weapons have sniper rifle zoom ability)*
S I L V E R S H O T—Silver Bullet (one-hit enemy kills)*
B A L L O W A X—Unlock all "Bonus" items
S E A G U L L—Earn a gold star for the current level (Note: This code allows you to skip to the next level, but you will start with no ammo)
E A G L E—Unlock Mission 2: A Storm in the Port
H A W K—Unlock Mission 3: Needle in a Haystack
P A R R O T—Unlock Mission 4: Several Bridges Too Far
D O V E—Unlock Mission 5: Rolling Thunder
T O U C A N—Unlock Mission 6: The Horten's Nest

MEDAL OF HONOR: RISING SUN

Passwords

Enter the Options menu, select "Passwords" and enter the following passwords. You must then turn the corresponding code on or off at the Bonus menu
L O A C H—All Replay Items
D I S C U S—Unlimited Ammunition
P L E C O—Silver Bullet
G O U R A M I—Bullet Shield
M O O R—Rubber Grenades
T E T R A—Man Without Hats
L E L E U P I—Always Sniper
Z E B R A—Invisible Soldiers
C I C H L I D—Achilles Head
B O T I A—Perfectionist Mode
B E N G A L—Immortality

MINORITY REPORT

Secret Codes

Choose "Special" from the main menu, then select "Cheats." Select "Enter Cheat Code" and enter any of the following codes:
B U T T E R U P—Restore player's health
S T R A P P E D—All weapons
M R J U A R E Z—Infinite ammo
L R G A R M S—Invincibility
Q U I T E R—Level skip
P A S S K E Y—Level warp all
D O N O T S E L—Do not select
S L I Z O M I Z O—Slomo button
B O U N Z M E N—Bouncy men
S P I N A C H—Super damage
S T Y L I N—Dramatic finish
C L U T Z—Wreck the joint
S T E E L U P—Armor
C L U M S Y—Rag doll
S L U G G E R—Baseball bat
F P S S T Y L E—Free aim
W I M P—Ending scene
D I R E C T O R—Unlock all movies
N I N J A—Unlock all combos
S K E T C H P A D—Unlock concept art
M A X I M U M H U R T—Unlock Pain Arenas
W E I G H T G A I N—Nara hero
H A I R L O S S—Moseley hero
B I G L I P S—Nikki hero
S C A R Y C L O W N—Clown hero
S U P E R J O H N—SuperJohn hero
G N R L I N F A N T R Y—GI John hero
J A I L B R E A K—Convict hero
M R R O B O T O—Robot hero
I A M S O S D E A D—Zombie hero
H I S S S S—Lizard hero

MLB SLUGFEST 2003

Secret Codes

Enter any of the following codes at the "versus" screen just before the game starts. The numbers represent the number of times you must press the B, Y and X buttons followed by a direction on the D-pad. For example, to enter the "Rocket Park" code (3-2-1-Up), press B three times, Y two times and X once, then press Up on the D-pad. A message will appear to confirm each code.
1-1-1-Down—Cheats Disabled
3-0-3-Up—Extended Time For Codes
4-4-4-Down—Unlimited Turbo
3-0-0-Left—Max. Batting
0-3-0-Left—Max. Power
0-0-3-Left—Max. Speed
2-4-2-Down—16" Softball
2-4-2-Up—Rubber Ball
0-0-4-Right—Whiffle Bat
0-0-4-Up—Log Bat
0-0-3-Up—Ice Bat
0-0-2-Up—Blade Bat
0-0-4-Left—Mace Bat
0-0-5-Up—Spike Bat
0-0-1-Up—Bone Bat
2-0-0-Right—Big Head
2-0-0-Left—Tiny Head
3-3-3-Up—Coliseum Stadium
3-2-1-Up—Rocket Park Stadium
3-3-3-Down—Monument Stadium
3-2-1-Down—Midway Park Stadium
3-2-1-Right—Empire Park Stadium
3-3-3-Left—Forbidden City Stadium
3-2-1-Left—Atlantis Stadium
2-1-0-Right—Pinto Team
2-1-1-Right—Horse Team
2-1-2-Right—Eagle Team
2-2-0-Right—Lion Team
1-0-3-Down—Dwarf Team
1-1-3-Down—Gladiator Team
1-3-3-Down—Bobble Head Team
1-0-2-Down—Dolphin Team
1-1-2-Down—Scorpion Team
1 2 2 Down—Sub-Zero Team
1-3-2-Down—Rodeo Clown Team
1-1-0-Down—Minotaur Team
2-2-2-Down—Olshan Team
2 2-2-Up—Rivera Team
3-3-2-Down—Napolitano Team
2-1 1-Down—Evil Clown Team
2-3-1 Down—Alien Team
2-3-3-Down—Casey Team
1-0-1-Down—Little League
2-2-2-Right—Team: Todd McFarlane
3-3-3-Right—Team: Terry Fitzgerald

MX SUPERFLY

Cheat Code

At the main menu, press **X, Y, then L + X**, then **X, L, Z**, then **R + Y** to unlock all tracks, mini-games, bikes and secret characters

NAMCO MUSEUM

Display Game Time in Galaga Arrangement

At the *Galaga Arrangement* screen, press **Left, Right, Left, Right, Up, Down, Up, Down**, you'll hear a confirmation sound. The game time will now be displayed at the bottom of the screen while playing *Galaga Arrangement*.

NBA 2K3

Secret Teams

From the main menu, select "Options," then select "Game Play." Hold **Left** on the D-pad and **Right** on the analog stick and press **START**. Now return to the Options menu; you'll notice that a new menu item, "Codes," has appeared at the bottom of the screen. Now enter the code "MEGASTARS" at the code entry screen to unlock the NBA 2K2, Sega Sports and VC teams. Be sure to hold L or R (or toggle the "Caps Lock") to enter the code in capital letters.

NBA 2K3

Cheat Codes

From the main menu, select "Options," then select "Game Play." Hold **Left** on the D-pad and **Right** on the analog stick and press **START**. Now return to the Options menu; you'll notice that a new menu item, "Codes," has appeared at the bottom of the screen. Now enter the following codes at the code entry screen. Be sure to enter the codes in capital letters.
M E G A S T A R S—Unlocks the NBA 2K3, Sega Sports and VC teams
S P R I N G E R—Trash appears on the ground in Street mode

NBA COURTSIDE 2002

Secret Codes

Choose "Skills Mode" from the main menu. At the Skills Mode menu, hold **Up** on the D-pad or analog stick, then hold **X + Y**, then hold **Down** on the C-stick. A new option, "Controller Stress Test," will appear. Choose this option, then enter any of the following codes at the blue screen that appears. Note: If the Controller Stress Test does not appear, press B to return to the main menu before you try again
Little players—**Left, Right, Left, Right, X, Y, Left**
Big heads—**Left, Right, Left, Right, X, Y, Right**
Little heads—**Left, Right, Left, Right, X, Y, Up**
Big hands—**Left, Right, Left, Right, X, Y, Down**
"Invisible" players—**Left, Right, Left, Right, Y, X, Right**
Weird free throws—**Left, Right, Left, Right, Y, X, Down**
Unlock three hidden teams in Quick Play or Arcade Play mode—**Left, Right, Left, Right, X, X, Right**

NBA LIVE 2003

Secret Characters

From the Main Menu, enter the Roster Management menu and select "Create Player." Enter any of the following cheat codes in the "Last Name" field. The unlocked character can then be found in the Free Agent pool for you to sign to any team
F L I P M O D E—Busta Rhymes
C A L I F O R N I A—Hot Karl
G O O D B E A T S—Just Blaze
G H E T T O F A B—Fabolous
D O L L A R B I L L S—8_Ball
M I X T A P E S—DJ Clue

NBA LIVE 2004

Secret Codes

Choose "My NBA Live" from the main menu and select "NBA Codes." Enter the following codes to unlock special shoes and gear in Create Player mode:

P O U Y 9 8 5 G Y 5—Unlock all shoes
7 2 5 J K U P L M M—Unlock all Hardwood Classics jerseys
E R T 9 9 7 6 K J 3—Unlock an NBA Gear
Y R E Y 5 6 2 5 W Q—Unlock all Team Gear
8 7 8 4 3 H 5 F 9 P—Unlock 15,000 NBA Store points

Secret Characters

Select "Team Management" from the Main Menu, enter the Roster Management mode and select "Create Player." Enter any of the following cheat codes in the "Last Name" field, a confirmation message will appear if you've done it correctly. The unlocked character can then be found in the Free Agent pool for you to sign to any team. Note that all of the codes are in lowercase letters except the first.

S O S O D E F—Jermaine Dupri
o e i n r d a—Kyle Korver
q w p o a s z x—Pacelis Morlende
p o i o j j s—Szymon Szewczyk
x c f w q a s e—Tommy Smith
p o i l k j m n—Rick Rickert
w h s u c p o—Aleksander Pavlovic
n b v k s m c n—James Lang
b v d k c m—Matt Bonner
z x c v d f—Sani Becirovic
i o u b f d c j—Sofoklis Schortsanitis
w m z k c o i—Xue Yuyang
s k e n x i d o—Malick Badiane
p o c k d l e k—Andreas Glyniadakis
z x d s d r k e—Nedzad Sinanovic
i t n v c j s d—Remon Van de Hare
p o s n e g h x—Mario Austin
s d f g u r k l—Carlos Delfino

NBA STREET VOL. 2

Secret Codes

Select "Pick Up Game" from the main menu, choose "home" or "away" and select a user name. At the "Ready" prompt, you'll see a message at the bottom of the screen that says "Enter cheat codes now." Enter any the following codes at this time; if you entered a code correctly, you'll hear the sound of a car alarm being set.

Big heads—Hold L and press X, B, B, X
Small players—Hold L and press Y, Y, X, B
ABA ball—Hold L and press X, B, X, B
WNBA ball—Hold L and press X, Y, Y, X
Ball trails—Hold L and press Y, Y, Y, B
No interface graphics—Hold L and press B, X, X, X

All jerseys unlocked—Hold L, press X, Y, B, B
All courts unlocked—Hold L, press B, Y, Y, B
All Street Legends unlocked—Hold L and press X, Y, B, Y
All NBA Legends unlocked (except Michael Jordan)—Hold L and press X, Y, Y, B
NBA Legend Michael Jordan unlocked—Hold L and press X, Y, X, X
Unlimited Turbo—Hold L and press B, B, Y, Y
Explosive rims—Hold L and press X, X, X, Y
No Trick Counters—Hold L and press Y, Y, X, X
Fast players—Hold L and press Y, X, Y, B
Easy two-pointers—Hold L and press Y, X, B, Y
Hard two-pointers—Hold L and press Y, B, X, Y

NEED FOR SPEED: UNDERGROUND

Cheat Codes

Enter any of the following codes at the main menu, you won't hear any confirmation sound when doing so. Note: The codes must be entered quickly or they may not work.

Unlock all Circuit Tracks in Quick Race mode—Down, B, R, R, X, X, X, Z
Unlock all Drag Tracks in Quick Race mode—Right, Z, Left, R, Z, L, Y, X
Unlock all Drift Tracks in Quick Race mode—Left, Left, Left, Left, Right, X, R, Y
Unlock all Sprint Tracks in Quick Race mode—Up, X, X, X, R, Down, Down, Down

NFL BLITZ 20-02

Secret Codes

At the versus screen just before the game starts, enter the following codes by pressing the L, R and A buttons the number of times indicated, followed by a direction on the D-pad. For example, to enter the "Huge Head" code (1-4-5-Left), press L once, R three times and A five times, then press Left on the D-pad. A message will appear to confirm each code. Note: If you change the default controller configuration, you may be altering the buttons that are used to enter these codes

2-1-2-Right—More time to enter codes
4-1-5-Up—Infinite turbo
4-2-1-Up—Power-up defense
4-1-2-Up—Power-up offense
5-2-1-Up—Power-up linemen
0-3-2-Left—Fast running speed
2-4-0-Left—Fast passes
0-5-4-Up—Super blitzing
1-2-3-Left—Super field goals
3-1-4-Down—Smart CPU teammates
3-3-3-Down—Extra plays for offense
0-0-1-Right—Extra time after plays
2-0-0-Right—Big head
2-0-3-Right—Team big heads
1-4-5-Left—Huge head
0-2-5-Left—Big Feetz
0-2-5-Up—Chimp mode
0-2-5-Right—Power Loader (big shoulders)
2-5-3-Right—Team Midway
2-5-4-Up—Team Rollos
3-4-4-Down—Team. NeoTokyo
1-3-5-Left—Team. Cowboys
4-0-3-Right—Team. Crunch Mode
4-3-2-Down—Team. Brew Dawgs
5-4-3-Right—Team: Armageddon
0-4-5-Left—Team: Indians
5-0-1-Up—Team: Gsmers
3-1-0-Up—Team. Bilders
2-3-2-Down—Ground fog on
1 2 3 R ight—Weather: Clear
5-5 5 Right —Weather Rain
5-5-5-Left—Weather: Snow
0-3-0-Left—Classic ball
0-3-0-Down—Chrome ball
2-1-1-Left—Allow stepping out of bounds
3-4-5-Up—Butter Fingaz
3-5-1-Right—Showtime
0-1-2 Down—No CPU assist (teams must agree)
0-2-1-Right—See more field (teams must agree)
1-1-1-Down—Tournament Mode (in two-player game)
2-2-2-Left—Always QB (two humans per team)
2-2-2-Right—Always receiver (two humans per team)
3-2-1-Down—No highlight target on receiver
3-4-0-Right—Hide audible names
3-5-5-Up—No interceptions
5-2-3-Down No random fumbles (teams must agree)
1-4-1-Up—No punting
2-1-0-Up—No first downs
5-5-4-Right—No replays

Secret Characters

From the main menu, select "Exhibition." Next, when you reach the prompt that asks you if you want to enter your name for record keeping, select "YES." Enter any of the names and pin numbers below to play as a secret character

BEAR 1985
CLOWN—1974
COWBOY—1996
DEER 1997
DOLPHIN—1972
EAGLE—1981
HORSE—1999
INDIAN—1992
LION—1963
PINTO—1966
PIRATE—2001
RAM—2000
RBL DBN—9669
ROBOTR—1974
ROBOTS—1970
TIGER—1977
VIKING—1977
ZEMAN—1986

NFL STREET

Cheat Codes

Enter the following names when creating a new User ID. Note that you can only use one User ID profile at a time, so only one cheat can be activated per player

TRAVEL—All stadiums unlocked
CLASSIC—NFL Legends team unlocked
KAY SLAY—Kayslay team unlocked
EXCELLENT—X-ecutioners team unlocked
AW9378—All AFC and NFC All-Stars teams unlocked

NHL HITZ 20-02

Secret Cheats

At the versus screen just before the game starts—while the announcer is saying "Tonight, from..." etc—enter the following codes by pressing B, Y and X the number of times indicated, followed by a direction on the D-pad. For example, to enter the "Snow" code (1-2-1-Left), press B once, Y two times and X once, then press Left on the D-pad. A message will appear to confirm each code.

Input more codes—3-3-3-Right
Ignore last code—0-1-0-Down
Infinite Turbo—4-1-3-Right
Rain—1-4-1-Left
Snow—1-2-1-Left
Big puck—1-2-1-Up
Huge puck—3-2-1-Up
Bulldozer puck—2-1-2-Left
Hockey ball—1-3-3-Left
Tennis ball—1-3-2-Down
Big head player—2-0-0-Right
Huge head player—3-0-0-Right
Big head team—2-2-0-Left
Huge head team—3-3-0-Left
Pinball boards—4-2-3-Right
Domino effect—0-1-2-Right
Always big hits—2-3-4-Down
Hitz time—1-0-4-Right
Late hits—3-2-1-Down
No crowd—2-1-0-Right
No puck out of play—1-1-1-Down
No one-timers—2-1-3-Left
No fake shots—4-2-4-Down
Show Hot Spot—2-0-1-Up
Show shot speed—1-0-1-Up
Turbo boost—0-0-2-Up
Win fights for goal—2-0-2-Left
First to seven wins—3-2-3 Left

MICKELODEON PARTY BLAST

Unlock Secret Levels

Choose "Start Game" from the main menu, then pick a character and select Blast mode. When the "Select Level" screen appears, press Up, Up, Down, Down, Left, Right. You'll hear a chime and four "bungee" levels will be unlocked

NINTENDO GAMECUBE PREVIEW DISC

Extra Mission

Choose *Billy Hatcher and the Giant Egg* from the main menu, then—when the words "Press Start" appear on the *Billy Hatcher* title screen—hold the A button and press START (Release A while the game loads if you don't want to skip the stage intro.) Instead of playing Mission 1 as usual, you'll start the demo on Mission 2

PRINCE OF PERSIA: THE SANDS OF TIME

Secret Level

Insert a controller into the Player 4 slot of the GameCube. Start a new game, then as soon as you are able to control the Prince on the porch, hold the B button on Controller 4 and quickly press A, B, Y, X, Y, A, B, X on Controller 1

RED FACTION II

Unlock Everything

Choose "Extras" from the main menu and access the "Cheats" option. Press B, B, A, A, Y, X, Y to unlock all cheats and levels. After entering this code, you will have the option of turning each specific cheat on or off.

RESIDENT EVIL

Special Weapon

If you beat the game in Normal Mode in under five hours, you will start with the Samurai Edge Barry Version gun in your inventory when you play again by choosing the "Once Again..." option. The Samurai Edge is similar to the regular Handgun, except it has infinite bullets and fires three rounds consecutively when you pull the trigger

Infinite Rocket Launcher

If you beat the game in Normal Mode in under three hours, you will start with the Infinite Rocket Launcher in your inventory when you play again by choosing "Once Again..." at the main menu.

Grenade Launcher Trick

(Note: This trick will only work with Jill. Also, it's possible that using this trick will adversely affect the quantities of other items in your inventory, so try this at your own risk.) With the Grenade Launcher and at least one spare set of unequipped grenade shells of any kind in your inventory, equip the Grenade Launcher and find an item box. When you open the item box, immediately select the set of grenade shells in your inventory and place it in the very first slot in the item box. (The first slot of the item box is selected by default when you first open the box—it usually contains the First Aid Spray when you start the game or the Closet Key if you've already cleared the game once.) Now select the grenade shells occupying the first slot in the item box and combine the shells from the item box directly to your equipped Grenade Launcher. The number of shells displayed under the Grenade Launcher will become corrupted. Now exit the item box; Jill will have 240 shells in her Grenade Launcher when you check her inventory. If you still have unequipped Grenade Launcher ammo in the item box, stay in the item box screen and swap out the grenade shells again. You'll see the 496 shells back in the item box. Now move the 496 shells from the item box into an empty slot in your inventory and exit out of the item box. You'll still have the spare set of 496 shells—and you'll also have 240 shells in the Grenade Launcher if you pulled them from the first item spot the second time you combined them. If you have more than one set of unequipped shells, you can keep swapping them out between the first slot of the item box and the equipped Grenade Launcher to create more shells at any time

ROBOTECH: BATTLECRY

Secret Passwords

At the main menu, select "New Game." At the next menu, hold L + R and press Left, Up, Down, A, Right, B, START. A special password entry screen will appear where you can enter any of the following codes:

W E W I L L W I N—Unlock all missions
M U L T I M A Y H E M—Unlock all multiplayer missions
S U P E R M E C H—Invincibility
M I S S M A C R O S S—Unlock all Veritech designs
W H E R E S M A X—Unlock all Veritechs and awards
B A C K S T A B B E R—One-shot kills
S N I P E R—One-shot Sniper kills
S P A C E F O L D—Faster gunpod ammo refresh
M A R S B A S E—Faster missile refresh
M I R I Y A—Faster weapon refresh

ROCKY

Secret Codes

Enter any of the following codes at the main menu:

Unlock all boxers and arenas—Hold R and press Up, Down, Down, Left, Left, L
Boxers punch harder—Hold R and press Right, Down, Left, Up, Left, L
Boxers move faster—Hold R and press Down, Left, Down, Up, Right, L

ROGUE OPS

Cheat Codes

At any time during gameplay, press START and enter the following codes while the game is paused. Note: Not all of the codes will work in all stages.

Half damage—X, X, Y, Y, Left, Left, Right, Right, Y, Y, X, X
Enemy bullets cause no damage—Left, Right, Right, Left, X, Y, Y, X
Invincibility—Left, Right, Right, Left, Left, Right, Right, Left, Left, Right, Right, Left, X, X
Infinite ammo—X, Y, X, Y, X, Y, X, Y, Left, Y, X, Y, X, Y, X, Y, X
One-shot kills—Y, Left, Right, Right, Left, Y, R, L, Y, X, X
M7 shoots Frag Grenades—R, L, Right, Right, Left, Left, Right, Right, L, R, X, Y
Crossbow shoots Frag Grenades—Left, Right, Right, Left, X, Y, R, L, X, Y, Left, Right
M7 shoots Rockets—X, Left, Right, R, L, Right, X, L, L, R, Left, Left
Crossbow shoots Rockets—Right, Right, Left, Left, R, R, L, L, Y, Y, X, X
Big weapons for Nikki—X, X, X, X, Y, Y, Y
All character models have big feet—Right, Right, Right, Left, Right, Left, Right, Left, Left, Left
Skip the current scene—R, X, R, Y, R, Left, R, Right, R, L, L, X, L, Y, Left, L, Right, X
Skip to the La Casa Negra stage—Left, Right, Right, Left, Y, X, L, R, Y, Y, X (Note: This code will only work in the Training stage)
Skip to the Forsythe Museum stage—L, R, Right, Left, Left, R, L, X, X, X, L (Note: This code will only work in the La Casa Negra stage)
Skip to the Silo 7 East stage—R, Right, Right, Right, R, L, X, L, X, L (Note: This code will only work in the Forsythe Museum stage)
Skip to the Magyar Klub stage—L, R, Right, Left, Left, R, Y, L, X, X, X (Note: This code will only work in the Silo 7 East stage)
Skip to the Stauffer Bank stage—L, Y, Y, Left, Left, R, L, Right, X, Right, Right (Note: This code will only work in the Magyar Klub stage)
Skip to the Reliance Shipping Company stage—L, R, Right, Y, Left, L, Left, Left, X, Y, X (Note: This code will only work in the Stauffer Bank stage)
Skip to the MDD Research Station stage—L, R, Right, Left, L, R, Right, X, Y, X, X (Note: This code will only work in the Reliance Shipping Company stage)
Skip to the Installation K stage—L, R, Right, L, Left, Y, L, Y, Right, Right, Left (Note: This code will only work in the MDD Research Station stage)
See game ending—L, R, X, X, Left, R, R, X, X, L, X (Note: This code will only work in the Installation K stage)

SCOOBY-DOO! NIGHT OF 100 FRIGHTS

Secret Codes

At any time during gameplay, press START to pause, then quickly enter any of the following codes. You'll hear a special sound effect upon entering each code correctly:

All power-ups—Hold L + R and press X, B, X, B, X, B, B, B, X, B, X, X, X

Unlock alternate credits sequence—Hold L + R and press B, X, X, B, X, B

SEGA SOCCER SLAM

Secret Codes

Enter these codes at the main title screen (when the words "Press Start" appear). Entering the same code again will disable the code. Some of these codes can be found in the special artwork that you unlock in the Quest mode

Unlock Jungle stadium—Up, Down, Left, Right, X, Y

Unlock Oasis stadium—Up, Up, Down, Down, X, X

Unlock Pacific Atoll stadium—Up, Up, Left, Left, Y, Y

Unlock Alpen Castle stadium—Up, Up, Up, Down, X, X

Unlock Riviera Ruins stadium—Up, Down, Down, Right, Y, X

Unlock Reactor Core stadium—Up, Left, Left, Right, X, Y

Unlock all stadiums—Up, Up, Up, Up, X, X

Big hits—L, R, Up, Up, X, Y

Max. Power—L, R, Left, Right, Y, Y

Infinite Turbo—L, R, Right, Up, X, X

Infinite Spotlights—L, R, Down, Right, Y, X

Alternate El Fuego team—X, X, Down, Down, Right, Left

Alternate Spirit team—Y, Y, Down, Down, Left, Right

Alternate Tsunami team—X, Y, Down, Up, Right, Left

Alternate Toxic team—Y, X, Down, Down, Up, Up

Alternate Subzero team—Y, Y, Down, Right, Left, Up

Alternate Volta team—Y, X, Down, Up, Down, Up

All alternate teams—X, Y, Down, Down, Down, Down

Eyeball ball—R, Right, Down, Up, X, X

Black Box ball—R, Left, Left, Down, X, X

Earth ball—R, Right, Right, Left, X, X

Rusty can ball—R, Left, Up, Up, Y, Y

Magic 8-ball—R, Right, Up, Up, Y, Y

Beach ball—R, Right, Right, Down, Y, X

Crate ball—R, Left, Down, Right, Y, X

Kids rubber ball—R, Right, Up, Down, X, Y

Kids block ball—R, Left, Right, Right, Y, Y

Old-school soccer ball—R, Right, Left, Left, Y, X

"Remy Saville's head" ball—R, Left, Right, Left, X, Y

"Rob Willock's head" ball—R, Left, Up, Left, Y, X

El Diablo's items—Left, X, Right, X, Down

Rico's items—Left, X, Right, X, Right

Madeira's items—Left, Y, Down, X, Up

Zari's items—Left, Y, Left, Y, Right

Kamran's items—Left, X, Down, X, Down

Djimon's items—Left, Y, Down, Y, Up

Kahuna's items—Left, Y, Right, Y, Right

Rumiko's items—Left, Y, Left, Y, Up

Boomer's items—Left, Y, Left, X, Up

Raine's items—Left, X, Up, X, Up

Duke's items—Left, Y, Up, X, Right

Nova's items—Left, Y, Down, Y, Right

Half Pint's items—Left, Y, Up, X, Up

Lola's items—Left, X, Left, Y, Down

Kirill's items—Left, Y, Up, X, Left

Angus' items—Left, X, Right, X, Up

Dante's items—Left, X, Right, Y, Left

Arsenault's items—Left, Y, Up, Y, Down

All items—Left, X, Left, X, Left

Big heads—R, L, Up, Up, Y, Y

"Pleasantville" mode—Y, X, Y, X, Y, X, Right, Left, Right, Left, Right, Left

"Citizen Kane" mode—X, Y, X, Y, X, Y, Left, Right, Left, Right, Left, Right

THE SIMPSONS: HIT & RUN

Cheat Codes

Choose "Options" from the main menu, then hold L + R at the options menu and enter any of the following codes. A beeping horn will confirm correct code entry. You can also enter these codes during a game by selecting "Options" from the pause menu, but you won't hear a confirmation sound

Invincibility—Y, A, Y, A

Unlimited top speed—X, X, X, X

Fast acceleration—Y, Y, Y, Y

Press horn to make vehicle jump—X, X, X, Y

Destroy vehicles with one hit—Y, Y, X, X

Enable speedometer—Y, Y, B, X

Replace secret vehicle in each mission with Red Brick Car—B, B, Y, X

Play Kang & Kodos dialogue during credits—A, X, X, Y (choose "View Credits" from the Options menu)

Show graphic wireframes—B, A, B, Y

Extra camera angles—B, B, B, A

With the "extra camera angles" code in place, choose "Settings" from the in-game Options menu, two additional camera settings will be available while you're on foot, with six new camera settings while you're in a vehicle. If you choose the "Debug Camera," you can use Controller 2 to set the camera anywhere you wish. The analog stick aims the camera, but if you hold the Z button, you can also use it to move the camera's position

Holiday Menu Screens

If you change the date in the GameCube hardware's internal clock to Halloween (October 31), Thanksgiving (the fourth Thursday in November) or Christmas (December 25), the main menu screen will have a special holiday theme with Homer sitting on the couch in a holiday costume

SPLINTER CELL: PANDORA TOMORROW

Cheat Codes

At any time during the game, press START to pause, then enter any of the following codes

Enable countermeasures—Y, Y, Y, X, X, Z, Z

Transparent vehicle—Left, Right, Left, Right, Z, Z, R

Cars fly away upon collision with your vehicle—Z, R, Z, R, Right, Right, Right

SONIC HEROES

Metal Teams

Select "2P Play" from the main menu, choose a game and select any team. At the stage-select screen, select a stage with the A button, then immediately press and hold A + Y while the game loads. When the game starts, your team will consist of metal versions of the characters you chose

SPIDER-MAN

Secret Codes

From the main menu, select "Specials," then select "Cheats" and enter any of the following codes. You'll hear the Green Goblin laugh each time you enter a correct code

KOALA—All "Combat Controls" enabled

IMIARMA S—Unlock all stages in "Level Warp"

HEADEXPLODY—Unlock "Pinhead Bowling" in Training menu

ARACHNID—Unlock all of the above + all "Gallery" items

GIRLNEXTDOOR—Play as Mary Jane

HERMANSCHULTZ—Play as Shocker

SERUM—Play as scientist

KNUCKLES—Play as Thug 1

STICKYRICE—Play as Thug 2

THUGSRUS—Play as Thug 3

FREAKOUT—Play as Thug 4

CAPTAINSTACEY—Play as a helicopter pilot

REALHERO—Play as a security guard

ORGANICWEBBING—Unlimited web fluid

CHILLOUT—Glider never overheats (when playing as Green Goblin)

ROMITAS—Unlock "Next Level" option at the Paused menu

DODGETHIS—"Matrix" mode

SPIDERBYTE—Tiny Spidey

GOESTOYOURHEAD—Big head + feet

JOELSPEANUTS—Enemies have big heads + feet

UNDERTHEMASK—First-person view

SPONGEBOB SQUAREPANTS BATTLE FOR BIKINI BOTTOM

Cheat Codes

Pause the game, then hold L + R and enter the following codes. Note that the codes must be entered very quickly. If done correctly, you will hear SpongeBob say something or the controller will vibrate to confirm

X, X, X, X, Y, X, Y, X, Y, Y, Y, Y—Max. health

Y, X, X, Y, Y, X, X, Y—Add 1,000 Shiny Objects

X, Y, Y, X, X, Y, Y, X—Add 10 Spatulas

X, Y, X, Y, X, X, Y, Y—Instant Bubble Bowl power-up

Y, X, Y, X, Y, Y, X, X—Instant Cruise Bubble power up

X, X, X, X, Y, Y, X, X, Y, X, Y, Y—Cruise control for Cruise Bubble

X, Y, X, Y, Y, X, Y, X—Unlock all monsters in Monster Gallery

Y, X, Y, X, X, Y, X, Y—Unlock Art Gallery

Y, X, Y, X, X, Y, X, X, X, Y, Y, Y, Y, X, X, Y—Shiny Objects have more value

X, X, X, Y, Y, X, X, X, X, Y, X, X, X, Y, X, X—Expert Mode

X, X, X, X, Y, Y, X, Y, X, X, X, Y—Always Shrapnel Bob death animation

X, X, X, X, Y, Y, X, X, Y, X, Y, Y—No Pants mode

Y, Y, X, X, X, X, Y, Y—Invert left/right camera controls

Y, X, X, X, X, X, X, Y—Invert up/down camera controls

Y, Y, Y, Y, X, Y, X, Y, X, X, X, X—Big Plankton

Y, Y, Y, Y, X, Y, X, X, Y, X, Y, X—Small villagers

Y, Y, Y, Y, X, X, Y, Y, Y, Y, Y, Y—Small co-stars

Y, Y, Y, Y, Y, Y, X, X, X, X, Y, Y—Villagers give health

Y, Y, Y, Y, Y, X, Y, X, X, X, X, Y—Villagers give Shiny Objects when hit

Y, Y, Y, Y, Y, X, Y, X, Y, Y, X, X—Villagers take Shiny Objects

Y, Y, Y, Y, Y, X, Y, X, Y, X, X, Y—Villagers and co-stars give Shiny Objects when you double-jump

SPY HUNTER

Secret Movies

At the profile menu, select a blank entry, then enter any of the following codes as your name, you'll hear a chicken sound effect and you'll be returned to the Profile Menu without having created a new profile. Now you can either start a new game or access a previously created game to view the corresponding movie you've unlocked. To view the movies, select "System Options" from the main menu, then look for the Movie Player option from within the "Extras" menu

GUNN—Unlock "Saliva: The Spy Hunter Theme" movie

WOODY—Unlock "Early Test Animatic" movie

STAR WARS: BOUNTY HUNTER

Secret Codes

Select "Options" from the main menu, then select "Code Setup" and enter any of the following codes. A special message will appear upon entry of a valid code

MANDALORIANWAY—Unlock all chapters

GO FISH—Unlock all TCG cards

RARTISTS ROCK—Unlock all concept art

STAR WARS JEDI KNIGHT II: JEDI OUTCAST

Secret Codes

At the main menu, select "Extras," then select "Cheats" and enter any of the following codes. You'll hear a shout each time you enter a code correctly

PEEPS—Unlock all multiplayer characters

FLICKY—Unlock all Movie Viewer items

DINGO—Unlock all levels

SCOOTER—Infinite Force meter

BISCUIT—Infinite ammunition

FUDGE—All weapons

BUBBLE—Invincibility

STAR WARS REBEL STRIKE ROGUE SQUADRON III

Secret Codes

Choose "Options" from the main menu, then select "Passcodes" and enter any of the following codes. If a code has several parts, you must enter the second (or third) passcode immediately after the previous one or else it won't work. Note that the special vehicle codes may not allow you to choose those vehicles in every mission, after entering one of these codes, check the "Available Craft" to see if that vehicle is allowed in a particular mission

IIOUAOYE—WIMPIAM!—Infinite lives

EEQQ?YPL CHE!ATER—Unlock all missions in Single Player mode

SWGRCQPL—UCHEATED—Unlocks all regular missions in Cooperative mode

RWALPIGC—NOWAYOUT—Unlock Asteroid Field mission in Cooperative mode

WPX?FGC!—EXCERSIZ—Unlock Endurance mission in Cooperative mode

YFCEDFRH—DSAGAIN?—Unlocks Death Star Escape mission in Cooperative mode

FRLL!CSF—FARMBOY?—Unlocks Beggars Canyon Race under "Special" in Versus mode

RTWCVBSH—BFNAGAIN—Unlock Naboo Starfighter ship in all modes

TGBCWLPN—ZZBOUNTY—Unlock Slave 1 ship in all modes

QZCRPTGI—HANSRIDE—Unlock Millennium Falcon ship in all modes

VDX?WK!H—ANOKSHIP—Unlock TIE Advanced ship in Cooperative and Versus modes

JASDJWFA—!DABOMB!—Unlock TIE Bomber ship in Single Player and Versus modes

BBGMYWSX—JEDIWHO?—Unlock Jedi Starfighter ship in Versus mode

MCKEMAKD—ONESHOT!—Unlock TIE Fighter ship in Cooperative mode

RRRHDBMJK—LOOKOUT!—Unlock TIE Hunter ship in Single Player and Versus modes

AXCBPRHK WHATTHE?—Unlock Rudy's Car ship in Single Player mode

RTJPFCIG—TIMEWARP—Unlock *Star Wars* game in Arcade

!HIF?HXS—KOOLSTUF—Unlock *The Empire Strikes Back* game in Arcade

LOOKMOM—Unlock "Credits" option at the Special Features menu

THEDUDES—Unlock "Documentary" option at the Special Features menu

!KOOLART—Unlock "Art Gallery" option at the Special Features menu

HARKHARK—Unlocks "Music Hall" option at the Special Features menu

NOCOLOR?—Black and White mode

STAR WARS ROGUE LEADER ROGUE SQUADRON II

Secret Codes

Choose "Options" from the main menu, then select "Passcodes" and enter any of the following codes. If a code has several parts, you must enter the second (or third) passcode immediately after the previous one or else it won't work. Note that the special vehicle codes may not allow you to choose those vehicles in every mission; after entering one of these codes, check the "Available Craft" to see if that vehicle is allowed in a particular mission

JPVI?IJC—R5BFNRL—Infinite lives

I??QWTT!—CLASSIC—Unlock all levels

AYZB!RCL—WRKFORIT—All tech upgrades

PYS?OOO—DUCKSHOT—Bonus level "Death Star Escape" (highlight "Death Star Attack" at the Select Mission screen and press Up to access)

TVLYBBXL—NOWAR!!!—Bonus level "The Asteroid Field" (highlight "Battle of Hoth" at the Select Mission screen and press Up to access)

AZTBOHI!—OUTCAST!—Bonus level "Triumph of the Empire" (highlight "Strike at the Core" at the Select Mission screen and press Up to access)

OGGRWPDG—EEKEEK!—Bonus level "Revenge on Yavin" (enter the "Triumph of the Empire" code first, then highlight "Strike at the Core" at the Select Mission screen and press Up, Right to access)

?WCYBRTC ??MBC??—Bonus level "Endurance" (enter the "Triumph of the Empire" code first, then highlight "Strike at the Core" at the Select Mission screen and press Up, Right, Right to access)

CDYXFI?Q—ASEPONE!—Unlock Naboo Fighter

MVPQIUZA—OHIBUDDY—Unlock Millennium Falcon

ZT?!RGBA—DISPSBLE—Unlock TIE Fighter

PZ?APBSY—IRONSHIP—Unlock Slave 1

VV?GXRYP—CNOOQ!ZR—JFETTS HP—Unlock Jango Fett's Slave 1

NYM!UUOK—BLKHLMT!—Unlock TIE Advanced

AJHH!?JY—BUSTOUR—Unlock Imperial Shuttle

!ZUVIEL!—!BENZIN!—Unlock Car

U!?!VWZC—GIVEITUP—Enable "Ace Mode" option at the Special Features menu

BLAHBLAH—Enable "Audio Commentary" option at the Special Features menu

EXHIBIT!—Enable "Art Gallery" option at the Special Features menu

COMPOSER—Enable "Music Hall" option at the Special Features menu

?INSIDER—Enable "Documentary" option at the Special Features menu

THATSME!—Enable "Credits" option at the Special Features menu

LIONHEAD—Black & White mode

STAR WARS: THE CLONE WARS

Cheat Codes

At the main menu, select "Options," then "Bonuses," then select "Codes" and enter any of the following codes. A special message will appear after entering each code correctly

GASMASK—Unlock all missions

!WITHFORCE—Unlock invincibility

CHOSEN!—Unlock unlimited ammo

YUB YUB—Unlock bonus objectives

FRAGHESTA—Unlock all multiplayer maps

CINEMA—Unlock all cutscenes

SAYCHEESE—Unlock team photos

CORDE—Unlock Amidala in Academy

FUZZBALL—Unlock Wookie in Academy
ROGERROGER—Unlock Battle Droid in Academy
WAT TAMBOR—Unlock Super Battle Droid in Academy
Play Ewok Celebration Song
At any menu screen, press **Up, Up, Down, Down, Left, Right, Left, Right, B, A, START** (using the D-pad) The Ewok celebration song from *Star Wars: Return of the Jedi* will begin playing immediately

STREET HOOPS

Cheat Codes
From the main menu, select "Game Settings," then select "Cheats" and enter any of the following codes A confirmation message will appear each time you enter a code correctly
Unlock all players—**Y, Y, R, L, Y, Y, X, Y**
Mad loot—**R, Y, R Y, L, L, X, Y**
Always on fire—**R, R, X, R, L, Y, R, L**
Red, white and blue ball—**Y, Y, R, X**
Globe ball—**R, Y, R, R, L, X, Y, X**
And1 ball—**X, L, X, X, L, Y, R, L**
Clowns enabled—**R, Y, R, R**
Cowboys enabled—**Y, Y, X, Y**
Elvis enabled—**Y, L, Y, R, Y, Y, X, Y**
Kung Fu enabled—**R, R, L, Y**
Unlock Dennis Rodman—**Y, R, L, R, X, Y, Y, X**
Tommy Tallarico clothing enabled—**L, L, L, R, Y, R, R, X**

SUPER SMASH BROS. MELEE

Secret Characters
Jigglypuff—Finish Classic mode or Adventure mode with any character and defeat Jigglypuff to unlock him.
Dr Mario—Finish Classic or Adventure mode as Mario without continuing, then defeat Dr Mario to unlock him.
Luigi—Play in Adventure mode as any character and finish the Stage 1 with a number 2 in the "seconds" digit of the stage timer (third from the right) Defeat Luigi in less than 1 00 00 Complete the remaining stages in Adventure mode, then defeat Luigi again to unlock him
Young Link—Finish Classic mode with at least 10 characters, then finish Classic mode with Link and defeat Young Link to unlock him
Falco—Finish the 100-Man Melee and defeat Falco to unlock him
Pichu—Finish Stage 37 of Event mode and defeat Pichu to unlock him Alternatively, play Versus mode 201 times, then defeat Pichu to unlock him
Ganondorf—Finish Stage 29 of Event mode and defeat Ganondorf to unlock him
Marth—Use all 14 original (not secret) characters at least once in Classic or Adventure mode, then finish the game with one of them and defeat Marth to unlock him Alternatively, play in Versus mode 401 times, then defeat Marth to unlock him
Roy—Finish the game in Classic mode as Marth and defeat Roy to unlock him
Mr. Game & Watch—Finish the game with 24 characters in Classic mode, then defeat Mr Game & Watch to unlock him
Mewtwo—Play in Versus mode 701 times and defeat Mewtwo to unlock him. Alternately, play in Versus mode for a combined total of 20 hours of play by non-computer participants (i e if four players participate, Mewtwo will appear after only five hours of play)
Secret Stages
Brinstar Depths—Play 50 matches in Versus mode
Fourside City—Play 100 matches in Versus mode
Big Blue—Play 150 matches in Versus mode
Pokémon Floats—Play 200 matches in Versus mode This also enables a Random Select option in Versus mode
Mushroom Kingdom II—Find the Birdo or Pidgit trophy in One-Player mode
Flat Zone—Finish Classic mode as Mr Game & Watch
Battlefield—Defeat All-Star mode with any character
Final Destination—Clear all 51 Stages in Event mode
Dreamland—Complete Target Test with all 25 characters
Yoshi's Island—Hit the sandbag over 1,323 feet in the Home-Run Contest
Kongo Jungle—Finish the 15-Minute Melee with any character
Sound Test
Unlock Jigglypuff, Luigi, Dr. Mario, Falco and Young Link and clear 27 out of 30 stages in Event mode to unlock Event mode stages 31-39 To unlock stages 40-50, unlock all of the hidden characters To unlock Stage 51 in Event mode, complete stages 1-50 Clear Stage 51 to unlock the Sound Test
All-Star Mode
Finish the game in Classic mode with all 25 characters to unlock All-Star mode
Special Hidden Trophies
Fighting Wire Frames—Finish the 15 Minute Melee with any character
Male Wireframe—Finish the 100-Man Melee in 240 seconds or less and defeat Falco
Proximity Mine—Complete Stage 3 of Event mode
Goomba—Finish Stage 14 in Event mode
Samus Starship—Successfully escape from Brinstar in Adventure mode before the timer expires
Kirby Hat 5—Finish Stage 37 in Event mode
Bunny Hood—Accumulate a total of 126 hits in Training mode "MAX Combos" for all characters combined
Captain Olimar—Play *Super Smash Bros. Melee* with a *Pikmin* save file on your memory card
Battlefield—Finish All-Star mode once with any character
Celebi—Locate Celebi's Pokéball in One-Player Adventure or Classic mode
Crazy Hand—Complete Adventure mode at the Hard or Very Hard difficulty setting without continuing
Coin—Play 101 times in Coin Battle mode (set battles to "coin" at the Options menu)
Diskman—Score points in every Special Bonus category
Enter—Complete Stage 26 in Event mode.
Donkey Kong Jr —Complete the game with all 25 characters in Classic mode (any difficulty)
Female Wire Frame—Defeat 101 enemies in the Endless Melee
Final Destination—Finish Stage 51 in Event mode
Food—Play 1,000 matches in Melee mode.
Game & Watch—Complete Stage 45 of Event mode
Land Master Tank—Score a combined total of 1,001 KOs
Lon Lon Milk—Clear the Target Tests in 1,500 seconds or less.
Mach Rider—Clear Classic mode in 300 seconds or less.
Majora's Mask—Complete Stage 47 in Event mode
Master Hand—Clear Classic mode at Hard or Very Hard difficulty without continuing.
Maximum Tomato—Play 10 matches in Melee mode
Metal Box—Perform 11 Combos in Training mode
Mew—Clear All-Star mode at the Hard or Very Hard difficulty setting
Mute City—Walk a total distance of 3,300 feet or more in the game
Paper Mario—Hit the sandbag 1,485 feet or more in the Home-Run Contest.
F-Zero Racers—Collect the red "Smash" trophies for all characters (earned by finishing Adventure mode)
Meowth—Collect the blue "Smash" trophies for all characters (earned by finishing All-Star mode)
Warrior—Clear All-Star mode in 300 seconds or less
Wolfen—Clear Adventure mode in 1,100 seconds or less.
Tom Nook—Collect 1,001 coins.
Sandbag—Hit the sandbag 990 feet or more in the Home-Run Contest.
Target—Clear the Target Test with every character
Sheriff—Clear the Target Test in 750 seconds or less
UFO—Play 100 multiplayer matches with two or more players
Falcon Flyer—Play 150 Multiplayer matches with two or more players
Sudowoodo—Play 200 Multiplayer matches with two or more players.
Unown—Get a combined total of 16,503 feet or more in the Home-Run Contest using any characters
Mr Resetti—Defeat six foes in Cruel Melee mode
Mayra—Unlock the Sound Test
Heart Container—Play 100 matches in Melee mode

TAK AND THE POWER OF JUJU

Cheat Codes
At any time during gameplay, press **START** to pause the game and enter any of the following codes.
Earn All Juju Powers—**Up, Right, Left, Down, Y, X, B, Down**
Max Nubu Plants—**B, Y, X, Left, Up, Right, Down, Down**
Max Moonstones—**Y, Y, B, B, X, X, Left, Right**
Max. Yorbels—**Up, Y, Left, B, Right, X, Down, Up**
Max. Feathers—**B, Y, X, B, Y, X, B, Y**
Unlock Extra Bonus Features—**Left, Right, B, B, X, X, Left, Right**

TIGER WOODS PGA TOUR 2003

Cheat Codes
Enter the Options menu, select Cheat Codes and enter the following codes. You'll hear Tiger say, "Oh Yeah!" to confirm each code.
1 4 C O U R S E S—All courses unlocked
A L L T W 3—All golfers unlocked

TIGER WOODS PGA TOUR 2004

Unlock Everything
Enter the Options menu and select "Password." Enter "THEKITCHENSINK" to unlock all golfers and courses.

TONY HAWK'S PRO SKATER 3

Cheat Codes
Choose "Options" from the main menu, then select "Cheats" and enter any of the following codes:
F R E A K S H O W—Unlock all hidden characters
M A R K E D C A R D S—Enable "Cheats" option at the Paused menu
M A X M E O U T—Give the currently-selected skater enough stat points to max out all statistical categories
P O P C O R N—Unlock all movies

TONY HAWK'S PRO SKATER 4

Cheat Codes
Select "Cheat Codes" from the Options menu and enter any of the following codes. Once activated, the cheats can be toggled on or off by selecting "Cheats" from the Options screen within the "Paused" menu
g o l d e n—Always Special (note: the second character is the number zero)
b e l i k e g e o f f—Perfect Rail
2 w h e e l i n—Perfect Manual
g i a n t s t e p s—Moon Gravity
m r a n d e r s e n—Matrix Mode
(o) (o)—Unlock Daisy
W a t c h _ M e _ X p l o d e—Unlock everything

TONY HAWK'S UNDERGROUND

Cheat Codes
Choose "Options" from the main menu, then select "Cheat Codes" and enter any of the following codes After entering a code, start a game, then pause and select "Cheats" from the in-game Options menu to toggle the code on or off
g e t i t u p—Moon gravity
k e e p i t s t e a d y—Perfect manual
l e t i t s l i d e—Perfect rail
r e a r r i d e r—Perfect skitches
N O O O ! !—Unlock T.H.U.D

TRUE CRIME: STREETS OF L.A.

Unlock All Upgrades
During gameplay, press **START/PAUSE** and enter the City Map screen (you must be outside). Press **Up, Right, Down, Left, Up, A**. You will hear a confirmation sound if entered correctly. All cars, driving maneuvers, guns, gun upgrades, attacks and grapples will be unlocked. Note that all Bonus Missions will be unavailable after entering the code.
Change Car Mass
While driving, press **START/PAUSE** and enter the City Map screen. Enter the following codes to either decrease or increase the car's mass. You will hear a confirmation sound if entered correctly.
Decrease car mass—**Down, Down, Down, A**
Increase car mass—**Up, Up, Up, A**
Unlock Snoop Dogg Missions
During gameplay, press **START/PAUSE** and enter the City Map screen (you must be outside) Press **R, L, Up, Right, Left, Down, Z, Z, A, Y, X, Y** You will hear a confirmation sound if entered correctly. Save and exit out of the game. Load the saved game and enter the Mission select screen. Select the Snoop Dogg missions by choosing the Snoop Dogg head icon
Play as Different Characters
Select New Game at the main menu. Enter the following codes at the license plate screen to play as different characters from the game. You must hold down L + R when selecting "OK" to make the code work. You will hear a confirmation sound if entered correctly
R O S A—Rosie Velasquez
H U R T _ M 3—Rosie in lingerie
F A T T—George
B 1 G 1—Chief Wanda Parks
F U Z Z—Officer Johnson
B 0 0 Z—Bum
S W A T—SWAT
M 1 K 3—Commando
T F A N—Gangster
P H A M—Butcher
M N K Y—Thug
B 0 0 B—Punker girl
M R F U—Asian gangster
H A R A—Asian worker
T A T S—Tattoo lady
P 1 M P—Pimp
B R U Z—Boxer
H A W G—Biker
J A S S—Donkey
J 1 M M—Zombie

TUROK: EVOLUTION

Secret Cheats
At the main menu, select "Cheats," then select "Enter Cheat" and enter any of the following codes To access the level select after you have unlocked it, you must load a previously-saved game from the main menu
S E L L O U T—Unlock level select
E M E R P U S—Unlock invincibility
S L L E W G H—Unlock invisibility
T E X A S—Unlock all weapons
M A D M A N—Unlock unlimited ammo
H E I D—Unlock big heads
F M N F B—Unlock all cheats
Z O O—Play Zoo mode
H U N T E R—Trigger game demo

TY THE TASMANIAN TIGER

Secret Codes
At any time during gameplay, enter any of the following codes. You'll hear a special guitar sound effect after entering a correct code. All items are marked with vertical lines—**L, R, L, R, Y, Y, X, B, B, X, Z, Z**
Obtain Kaboomarang, Doomarang, Megarang, Zoomerang, Infrarang, Multirang and Chronorang—**L, R, L, R, X, Y, Y, B, Y, B**
Obtain Frostyrang, Flamerang, Zappyrang and Aquarang—**L, R, L, R, Y, Y, B, B, Y, B**

WAVE RACE: BLUE STORM

Secret Passwords
Choose "Options" from the main menu, then hold **Z + X** and press **START** at the Options menu. A new "Password" option will appear At the next screen, enter any of the following passwords:
D L P H N M O D—Ride a dolphin, Free Roam
K T U P W N P D—Play Dolphin Park, Stunt Mode Normal
W C X S W P 5 A—Play Southern Island, Stunt Mode Expert
M J V B L K 1. 6—Play La Razza Canal, Time Attack Hard
J 7 8 4 W M H F—Play Lost Temple Lagoon, Time Attack Normal
L Q 3 T R K T E—Play Lost Temple Lagoon, Time Attack Hard
A J X Y B 5 3—Play Expert Championship without having to unlock it

WRECKLESS: THE YAKUZA MISSIONS

Unlock All Missions & Cheats
At the Scenario Select screen, select "Cheats." Next, move the cursor to highlight the "Unlimited time" cheat, then hold down **L + R + Right** and press **Z**. After entering the code correctly, all missions and cheats will be immediately unlocked

WWE: CRUSH HOUR

Secret Character
Press **X, Y, L, X** at any menu screen to unlock Kevin Nash as a playable character.

X-MEN: NEXT DIMENSION

Secret Codes
At the main menu, quickly enter any of the following codes. A special message will appear after entering a correct code.
Unlock everything—**Up, Up, Down, Down, Left, Right, Left, Right, A, B, START, START**
All characters start with nearly zero health—**Up, Up, Down, Down, X, Y, Y, X**
Computer opponents just stand there—**Up, Up, Down, Down, A, A, B, B, X, X, Y, Y**
Unlimited Supers—**Up, Up, Down, Down, A, X, A, X**

X2: WOLVERINE'S REVENGE

Cheat Codes
Enter the following codes at the main menu:
Unlock all Costumes—**B, X, B, Y, Y, L, L, Z**
Unlock all Cerebro Files and all Movies—**B, X, B, Y, Y, Y, R, R, Z**
Unlock Level Select and all Challenges—**B, X, B, Y, B, X, L, R, Z**
Unlock "Cheats" option at pause menu—**B, B, X, X, Y, Y, X, X, L, L, R, R, Z**

Xbox tips

007: NIGHTFIRE
Secret Passwords
Choose "Codenames" from the main menu, then choose your custom profile and enter any of the following codes at the "Secret Unlocks" menu. Be sure to choose the "Save Codename" option from the Codename "Edit" menu after entering any of these codes; if you don't, the code's effects will be lost and you'll have to enter it again.
PASSPORT—Unlock all missions
PARTY—Unlock all characters in Multiplayer mode
GAMEROOM—Unlock all scenarios in Multiplayer mode
BOOM—Unlock "Explosive Scenery" enviromod in Multiplayer mode scenario options
Q LAB—Unlock all gadget and weapon upgrades

4X4 EVOLUTION 2
Secret Code
Enter the following code at the "Press Start" screen. You'll hear a special sound effect after entering it correctly.
Extra Money—**Y, X, White, Y, X, White, X, X, Y, White, X, Y**

ALIENS VERSUS PREDATOR: EXTINCTION
Secret Cheat Menu
At any time during gameplay, pause the game and press **Left Trigger, Left Trigger, Right Trigger, Left Trigger, Right Trigger, Right Trigger, Left Trigger, Right Trigger, Right Trigger, Left Trigger, Left Trigger, Right Trigger**. You'll hear a special sound if you have entered the code correctly. Select "Options," then select "Cheats" to activate Invincibility, Level Select and more.

ALTER ECHO
Cheat Codes
At any time during gameplay, press **Up, Up, Down, Down, Left, Right, Left, Right** on the D-pad. Your life bar will disappear from the top of the screen; now you can enter the following cheats.
Health recharge—Hold **BACK** button, press **Right**
Time Dilation Energy recharge—Hold **BACK**, press **Up**
Toggle screen displays—Hold **BACK**, press **Y**

AMPED 2
Cheat Codes
Select "Cheats" from the Options menu and enter any of the following codes:
M o C a p M a n—Unlock Mo-Cap Man in Free Ride
F r o s t B y t e—Unlock Frosty Jack in Free Ride
G e t O f f M y L a n d—Unlock Hermit Joe in Free Ride
B u n n y—Unlock Bunny in Free Ride
G o T e a m Y e t i—Unlock Yeti in Free Ride
B r o t h e r O f Y e t i—Unlock Bigfoot in Free Ride
R a d i c a—Unlock '80s Snowboarder in Free Ride
M e t a l M a a m—Unlock Shiny Gal in Free Ride
ChillinWSteezy—Unlock Steezy the Penguin in Free Ride
FunnyBone—Unlock Bones in Free Ride
AllMyPeeps—Unlock all hidden characters in Free Ride
ShowRewards—Unlock all rewards in the portfolio
LowGravity—Cut gravitational force in half
SuperSpin—Cut angular dampening in half (makes rotations go faster and diminish slower)
FastMove—Board uphill
MaxSkills—Give your boarder max skills in all categories
NoCollisions—Turn off all feature collisions
AllIce—Make physics for all terrain types behave like ice
AllLevels—Unlock all levels
ShowRewards—Unlock all rewards in the portfolio
TrickedOut—Unlock all grabs
DontCrash—Your boarder will not crash (Note: Use this code at your own risk, it might cause errors in the game that can force you to restart)

ARMED AND DANGEROUS
Cheat Codes
Select "Cheats" from the Options menu and enter any of the following codes.
List all cheats—**B, L, A, B, White, A, Left Trigger, Left Trigger**
Refill ammo—**Black, B, A, Right Trigger, Right Trigger, A, Left Trigger, Black**
Infinite ammo—**A, Left Trigger, Left Trigger, Black, B, White, Left Trigger, Left Trigger**
Refill health—**X, R, A, Y, Black, B, A, Right Trigger**
Invincibility—**X, X, X, R, A, Left Trigger, Left Trigger, Y**
God mode (invincibility/infinite ammo)—**Y, A, B, X, B, A, A, Left Trigger**
Play any level—**Y, White, Black, Left Trigger, A, Right Trigger, Right Trigger, Y**
View any movie—**A, Y, A, Y, Black, Right Trigger, A, Y**
Big heads—**Left Trigger, Black, B, White, White, B, Black, Left Trigger**
Big hands—**R, White, X, Left Trigger, White, Right Trigger, Right Trigger, Y**
Big boots—**R, White, Y, A, Left Trigger, B, White, X**
Upside-down screen—**Y, A, B, B, A, B, White, White**

ATV: QUAD POWER RACING 2
Secret Cheats
At the "Saved Profiles" screen which appears immediately after the title screen, select any empty profile. Next, select any rider and then enter any of the following codes at the "Name Your Rider" screen that follows.
B U B B A—Unlock all riders
R O A D K I L L—Unlock all tracks
G E N E R A L L E—Unlock all vehicles
D O U B L E B A R R E L—Unlock all challenges
R E D R O O S T E R—Unlock all championships
G I N G H A M—Max stats
F I D D L E R S E L B O W—Max skill level

AZURIK: RISE OF PERATHIA
Invincibility
At any time during gameplay, quickly press **X, Black, White, Right Trigger + Left Trigger**, then press in the **Right Thumbstick + Left Thumbstick** simultaneously.
Refill Health + Power
At any time during gameplay, quickly enter the following code: Hold **Left**, rotate the **Right Thumbstick** counter-clockwise from **Right** to **Up** to **Left**, then press **A, X**.
Big Heads
At any time during gameplay, quickly press in the **Right Thumbstick**, then **R, Down, Up, A**
Big Afro
At any time during gameplay, enter the following code quickly: Press **Down, Right**, then **Black + White** simultaneously, press in the **Right Thumbstick**, press in the **Left Thumbstick**, then simultaneously point the **Left Thumbstick** to the **Right** and the **Right Thumbstick** to the **Left**, then press **B, Y**
Save Anywhere
At any time during gameplay, quickly press **White, Up, Down, A, B**, then press in the **Right Thumbstick**. After entering the code correctly, your game will be saved immediately, whether you are at a save point or not.
Adjust Camera
At any time during gameplay, quickly press **Right Trigger, Down, Up, Down, Up**, then press in the **Right Thumbstick**, then press in the **Left Thumbstick**. Now you can use the controller to freely adjust the camera's position and orientation. The **Left Trigger** and **Right Trigger** adjust the height of the camera. Press **Back** to control your character again.

BALDUR'S GATE: DARK ALLIANCE II
Item Duplication Trick
You'll need two controllers for this trick. Pause the game and select the "Change Players" menu, then select a new character (preferably Dorn, since he can carry more). Drop whichever items you want to duplicate and have the second player pick them up. Next, save your game and transfer the items back to your primary character. Enter the "Change Players" menu again and import the second character from the fresh save. That character will have the items that you just dropped as well, so you can sell off any duplicates, have them both equip the same item or break items down at the shop and recover gems. With this trick, you can easily build up your inventory of gems and items by duplicating them and gain massive amounts of gold by selling the duplicate items.
Invincibility/Level Warp
At any time during gameplay, hold **Left Trigger + Right Trigger + A + B + X + Y** and press the **START** button to bring up the cheat menu. You can toggle invincibility on and off and warp to any location in the game from here, even places that you haven't been to previously. You can even warp to levels that you are not supposed to be able to go to; for example, you can go to Zarad's study even when you're not playing as Ysuran.
Level-Up Cheat
At any time during gameplay, hold **Left Trigger + Right Trigger + A + B + X + Y** and press the **White** button. This cheat automatically levels your character up to level 10, gives you 45 Feat points and gives your character 500,000 gold. Be careful when your character passes level 10, since the code will reset all of your character's stats back to level 10.

BATMAN: VENGEANCE
Unlimited Batarangs
At the main menu, press **Left Trigger, Right Trigger, Left Trigger, Right Trigger, Right Trigger, X, X, Y, Y**. During gameplay, the number 99 will appear next to the Batarang and Electric Batarang icons at your equipment menu.

BATTLE ENGINE AQUILA
Cheat Codes
At the main menu, select "New Game," then enter any of the following codes at the "Choose Game Name" screen.
I E V A H !—Unlock all levels
B 4 K 4 2—Unlock "God Mode" menu (choose "Options" from the Paused menu to find it)
1 0 5 7 7 0 Y 2—Unlock all 230 Goodies

BATTLESTAR GALACTICA
Cheat Code
Choose "Options" from the main menu, then select "Extras" and press **Up, Down, Down, Left, Left, Left, Left, Right, Right, Left, Left, Up, Up, Left, Left, Down, Left, Right** at the Extras menu. All of the Extras will be unlocked except the movies. This code also adds a new "Cheat Menu" option to the Options menu; use it to toggle invincibility, max out your missiles or set up wingmen options.
Ultimate Wingmen
Choose "Options" from the main menu, then select "Extras" and press **Down, Down, Left, Down, Down, Up, Right, Right** at the Extras menu. Apollo and Starbuck will be assigned as your wingmen, even if you're starting a new game.

BIG MUTHA TRUCKERS
Unlock Everything
Select "Options" from the main menu, then select "Cheats" and enter these codes.
V A R L E Y—Unlocks Evil Truck
C H E A T I N G M U T H A T R U C K E R—Unlocks all remaining cheats

BLADE II
Main Menu Codes
Enter any of the following codes at the main menu. A message will appear at the top of the screen to confirm each code.
Unlock missions—Hold **Left Trigger** and press **Down, Up, Left, Left, B, Right, Down, X**
Unlock weapons—Hold **Left Trigger** and press **X, B, Down, Left, B, B, Y**
Unlock "Daywalker" difficulty—Hold **Left Trigger** and press **Left, B, Up, Down, X, B, A**
In Game Codes
At any time during gameplay, press **START** to pause, then enter any of the following codes:
Infinite health—Hold **Left Trigger** and press **Y, X, Y, X, Y, B, Y, B**
Rage always—Hold **Left Trigger** and press **Left, Down, Left, Down, Right, Up, Right, Up**
Infinite ammo—Hold **Left Trigger** and press **Left, B, Right, X, Up, Y, Down, A**

BLOOD OMEN 2
Cheat Code
At the "Start Game" menu, press **White, Black, Left Trigger, Right Trigger, X, B, Y**. Now begin a new game; you will be wearing Iron Armor and have the Soul Reaver weapon.

BLOOD WAKE
Secret Codes
Enter the following codes at the title screen.
Invincibility—**Left Thumbstick, Right Thumbstick, Down, Left, Down, Left, B, Y, START**
Infinite ammo—**Black, White, Left Trigger, Right Trigger, Right Thumbstick, Right Thumbstick, Y, X, START**
Infinite Turbo—**Up, Up, Down, Down, Left, Right, Left, Right, B, A, START**
Unlock all boats in Battle Mode—**Up, Down, Left, Right, Left Trigger, B, X, X, Right Thumbstick, START**
Unlock all arenas in Battle Mode—**X, Y, Up, Right, Left, Down, Up, Down, Left Trigger, Left Trigger, START**
Unlock all games in Battle Mode—**Y, A, X, B, Left Thumbstick, Right Thumbstick, Black, White, Right Trigger, Right Trigger, START**

BLOODRAYNE
Secret Codes
From the main menu, select "Options," then select "Enter Cheat" and enter any of the following codes. You can also access the Cheats menu from the Pause screen. All of the cheats except the first one must be toggled on by accessing the Cheats menu after entry.
ON THE LEVEL—Enable level select
TRI ASSASSIN DONT DIE—Unlock God Mode
AME YANKEE DONT FEED—Unlock Restore Health
ANGRY XXX INSANE HOOKER—Unlock Fill Bloodlust
NAKED NASTY DISHWASHER DANCE—Unlock Time Factor parameter
DONT FART ON OSCAR—Unlock Enemies parameter
SHOW ME MY WEAPONS—Unlock Show Weapons on Body
INSANE GIBS MODE GOOD—Unlock Gratuitous Dismemberment
JUGGY DANCE SQUAD—Unlock Juggy Mode

BMX XXX
Cheat Codes
At the main menu, select "Acclaim Extras," then select "Cheats" and enter these codes.
XXX RAPID CHEAT—Unlock all levels and Amish Boy
CHAMPAGNE ROOM—Unlock all movies
65 SWEET RIDES—Unlock all bikes
3RD SOG—Night vision mode
FLUFFYBUNNY—Happy bunny mode
GHOSTCONTROL—Guided ghostrides
HEAVYPETTING—Super crash mode
MAKEMEANGRY—Green skin
PARABOLIC—Visible gaps

BRUCE LEE: QUEST OF THE DRAGON
Cheat Codes
Enter these codes at any time during gameplay.
Invincibility—**A, B, B, X, Right Trigger, Black, Right Thumbstick**
Nine lives—**White, Right Thumbstick, Left Thumbstick, Back, Left Trigger, Right Trigger, Left Thumbstick**
999 coins—**X, B, Black, Black, A, Right Thumbstick, Left Thumbstick**
999 tokens—**Y, B, A, X, Y, Left Trigger, Right Thumbstick**
Bruce Challenges
At the title screen, when the words "Press Start" appear, press **X, Y, X, Y, X, X, Y, Y, Left**

Thumbstick, Right Thumbstick. The "Bruce Challenges" option will be unlocked at the main menu

BUFFY THE VAMPIRE SLAYER

Cheat Codes

Choose "Extras" from the main menu and enter any of the following codes at the Extras menu

Infinite slayer power—Y, Y, Y, Black, Black, Black, Y, White Black, Black, White, Y

No damage from enemies' punches or kicks—Y, White Black, Black, White, Y, Black Black, Black, Y, Y, Y

Unlock "Arena Mode" stages 1-4—Y, Y, White, Black, Black, Y, Y, Y, Y, White, Black

Play as dark slayer in Arena Mode—Black, White, Y, Y, Black, Black, White, Black, Black, White, Black, Black, Black, Black, White, White

CEL DAMAGE

Secret Codes

From the title screen, select "Play," then press **A** and select "Create/Load." Next, select "Create New," then "Hard Disk," then "New Name." Now enter any of the names below. You'll hear a special fanfare when you choose an icon after entering a correct code

ENCHILADA—Unlock all stages, characters and weapons

WHACKLAND—Unlock all desert stages

EARLSPLACE—Unlock all Transylvania stages

MELEEDEATH—Unlock melee weapons

HAZARDOUS—Unlock hazard weapons

UNIQUEWPNS—Unlock personal weapons

FANPLASTIC—Unlock plastic rendering mode

PENCILITIN—Unlock pencil rendering mode

CHASE: HOLLYWOOD STUNT DRIVER

Unlock All Scenes

First, start a new game. At the name entry screen, enter "ACTION STAR" as your name. You'll instantly have access to all scenes in the game

CORVETTE

Unlock All Tracks

Choose "Game Options" from the Options menu, select "Change Name" and enter the name "XOPENSEZ" to unlock all of the tracks in Career and Arcade mode

CRIMSON SKIES: HIGH ROAD TO REVENGE

Cheat Codes

Enter the following codes at any time during gameplay

Invincibility—Y, A, X, B, Black

Unlock all planes in hangar—Y, X, B, Y, Black

$5,000—A, Y, A, Y, Black

Increase damage per shot to 1,000—B, X, A, B, Black

Increase Difficulty—X, B, A, X, Black

DARK SUMMIT

Secret Codes

Enter the following codes at any of the pre-game menu screens or the pause menu. You'll hear a chime to confirm each correct code

9,100,000 gift points and equipment points—Hold **BACK + START**, press **Y, Left Trigger, X, B, Right Trigger, A, Right Trigger, A**

All characters unlocked—Hold **BACK + START** press **Y, Left Trigger, X, B, Right Trigger, A, Right Trigger, B**

All challenges completed—Hold **BACK + START**, press **Y, Left Trigger, X, B, Right Trigger, A, Right Trigger, Y**

Shoot barrels by pressing **Right Trigger**—Hold **BACK + START** press **Y, X, B, Right Trigger**

Slow-motion effect (press **Left Trigger + Right Trigger** while in the air)—Hold **BACK + START**, press **Y, X, B, Left Trigger**

DAVE MIRRA FREESTYLE BMX 2

Secret Codes

Enter any of the following codes at the main menu. You'll hear a special sound effect after entering a correct code

Unlock all characters, levels, competition outfits, bikes, sponsors and signature tricks—**Up, Right, Down, Left, Right, Right, Up, Down, Left, Right, Up, Left, Right, Right, Down, X**

Unlock all movies—**Up, Left, Down, Right, Left, Left, Right, Left, Up, Down, X**

Unlock secret pieces in Park Editor—**Up, Left, Down, Right, Down, Up, Up, Down, Right, Right, X**

Unlock all Park Editor themes—**Up, Left, Down, Right, Down, Up, Down, Right, Left, X**

DEAD TO RIGHTS

Unlock All Chapters

At the main menu, press **Up, Down, Up, Down, Left, Right, Right, Y, X, X**. Next, select "Chapters" from the main menu to start from any chapter in the game

DEATHROW

Secret Codes

At the main menu, select "Options," then move the cursor to Player 4's name. Change it to any of the following names to obtain the corresponding effects.

MOREROOM—Unlock all arenas

ALL150—Unlock all players and teams

NO FEAR—Unlock "Difficulty Extreme" extra

CONFUSED—Unlock "Multi Disc" extra

DR. MUTO

Secret Cheats

At the main menu, select "Options," then select "Cheats" and enter any of the following codes.

CHEATERBOY—Never take damage

TINKERTOY—Unlock every gadget

EUREKA—Unlock every morph

GOGLOGG—Secret morphs

BEAMMEUP—Go anywhere

BUZZOFF—Unlock Ending 2

DRAGON'S LAIR 3D

Secret Rewards Menu

At the main menu, hold the **Right Trigger** and press **Left Thumbstick, Right Thumbstick, Left Thumbstick, Right Thumbstick, White, Black, White, Black**. Next, move the cursor to "Start Game" and press **A**. If you entered the code correctly, a "Rewards" menu will immediately appear. Selecting any item will start you off in the beginning of the game with the corresponding effect, so you may not activate more than one at a time.

DUNGEONS & DRAGONS HEROES

Cheat Codes

At any time during the game, hold **Left Trigger** and press **Y + A**. An "enter code" menu will appear; use it to enter any of the following codes. Note that some of the codes have the same effects as other codes, the full list is shown here for the sake of completeness.

IDDQD—Invincibility

IDKFA—Infinite Mystical Will

ENFORCER—Turns off invincibility and infinite Mystical Will

GIMME_XP—Gives 10,000 XP

YAN—Gives +10 Dexterity

DAWN—Gives +10 Charisma

LAUREANO—Gives +10 Wisdom

CALLAHAN—Gives +10 Strength

N_STINE—Gives +10 Constitution

JAUREGUI—Gives +10 Intelligence

KNEG37—Gives 100,000 Gold

HOPPENST—10 Warp Stones

WRIGHT—10 Globe Potions

ROMANO—10 Thrown Axes of Ruin

SMITH—10 Pyrokins

FRAZIER—10 Thrown Viper Axes

BRATHWAI—10 Thrown Hammers

MOREL—10 Thrown Daggers

SPANBURG—10 Tomes of the Master

MEFFORD—10 Tomes of the Teacher

PAQUIN—10 Tomes of Lessons

MILLER—10 Rods of Missiles

WHITTAKE—10 Rods of Reflection

PRASAD—10 Thrown Halcyon Hammers

DINOLT—10 Rods of Shadows

BELL—10 Thrown Daggers of Stunning

WEBER—10 Fire Bombs

THOMPSON—10 Large Healing Potions

ZAHORIK—10 Medium Healing Potions

GEE—10 Large Will Potions

LU—10 Medium Will Potions

DERIS—10 Insect Plagues

CRAWLEY—10 Holy Waters

BROPHY—10 Fire Flasks

EHOFF—10 Fiery Oils

SHAZAM—10 Acid Flasks

THOMAS—10 Berserk Brews

UHL—10 Potions of Haste

SPINRAD—10 Potions of Antivenom

JARMAN—10 Rods of Fire

AUSTIN—10 Rods of Destruction

BILGER—10 Tomes of Apprentice

ESKO—10 Flash Freezes

ELSON—10 Thunderstones

KEIDEL—10 Keys

YASMIN G—Gives 10 each of Tomes of Lessons, Pupil and Teacher

MPS_LAB S—Unlocks Nightmare difficulty

CREDITS—Plays credits

CONCEPTS—Concept art slide show

K4RLNOM 3—Shows a designer on main loading screen

YOSHIDOG—Plays dog video

DYNASTY WARRIORS 3

Secret Codes

Enter the following codes at the main menu:

Unlock all Shu characters—**White, Black, X, Y, White, Right Trigger, Left Trigger, Black**

Unlock "Opening" item in Options—**X, Black, Y, White, L, R, White, White**

Unlock all Sound Test BGMs—**Left Trigger, White, Y, Right Trigger, White, Black, X, Y**

ELDER SCROLLS III: MORROWIND

Cheat Codes

During gameplay, press **B** to bring up the menus. Select the Stats menu and enter the following codes to increase your vital stats

Restore Health—Select "Health" in the Stats menu and press **Black, White, Black, Black, Black**. Press and hold **A** to restore health level

Restore Magicka—Select "Magicka" in the Stats menu and press **Black, White, White, Black, White**. Press and hold the **A** button to restore Magicka level

Restore Fatigue—Select "Fatigue" in the Stats menu and press **Black, Black, White, White, Black**. Hold **A** to restore Fatigue level

ENCLAVE

Unlock Dark Campaign

At the main menu, select "New Game," then progress through the screens normally. When the campaign selection screen appears, press **X, Y, Y, X, X, Y, X, Y**. The Dark Campaign item will immediately become unlocked after you enter the code correctly.

ENTER THE MATRIX

Cheat Codes

Select "Hacking" from the main menu. (You must have a previously saved game on your memory card to access the Hacking option.) At the "A:\>" prompt, enter "CHEAT.EXE" and hit the "Return" button; a message will confirm that you are in cheat mode. To enter each of the following codes, you must input "CHEAT" and a space, then the cheat code (e.g. "CHEAT 0034AFFF") followed by a Return, or you can simply select "CHEAT" from the Command List menu, then enter the code and hit Return. A message will appear to confirm each time you enter a code correctly

0034AFFF—All weapons unlocked

1DDF2556—Infinite ammo

69E5D9E4—Infinite Focus

7F4DF451—Infinite health

13D2C77F—Unlock Bonus Test Level

FFFFFFF1—Invisibility (enemy can't see you)

D5C55D1E—Multiplayer Fighting

7867F443—Faster Logos Flight Speed

ESPN NBA BASKETBALL

Unlock All 24/7 Items

Create a new player in 24/7 mode, change his first name to "HUNT" and change his last name to "4TREASURE" (be sure to use all capital letters). When you check the "Items" menu, you'll find every item unlocked

FINDING NEMO

Level Select

At the main menu, press **Y, Y, Y, X, X, B, X, Y, B, X, Y, X, Y, X, Y, B, Y, Y**. The word "Cheat" will appear on the screen to confirm. A new "Cheat" option will appear if you pause the game between levels, select "Open Levels" and turn it "on" to unlock all of the levels

FREAKY FLYERS

Unlock Everything

At the Profile Select screen, select "New" and enter the name "ZENBU" to unlock all characters, levels, mini-games and specials

FUTURAMA

Cheat Codes

Enter any of the following codes at any time during gameplay (not while paused)

Invincibility—Hold **Left Trigger**, press **A**, hold **Right Trigger**, press **X, Y**, release **Right Trigger**, press **A**, hold **Right Trigger**, press **X, Y, B, A, Black, Y, BACK**

Max. ammo—Hold **Left Trigger**, press **A**, hold **Right Trigger**, press **X, Y**, release **Right Trigger**, press **A**, hold **Right Trigger**, press **X, Y, B, A, Black, Y, BACK**

Max Special Move charges—Hold **Left Trigger**, press **A**, hold **Right Trigger**, press **X, Y**, release **Right Trigger**, press **A**, hold **Right Trigger**, press **X, Y, B, A, Black**, release **Right Trigger**, press **X**, hold **Right Trigger**, press **BACK**

Extra lives—Hold **Left Trigger**, press **A**, hold **Right Trigger**, press **X, Y**, release **Right Trigger**, press **A**, hold **Right Trigger**, press **X, Y, B, A, Black**, release **Right Trigger**, press **B**, hold **Right Trigger**, press **BACK**

Refill health meter—Hold **Left Trigger**, press **A**, hold **Right Trigger**, press **X, Y**, release **Right Trigger**, press **A**, hold **Right Trigger**, press **X, Y, B, A, Black**, release **Right Trigger**, press **Y**, hold **Right Trigger**, press **BACK**

Unlock all movies, music and gallery pictures—Hold **Left Trigger**, press **A**, hold **Right Trigger**, press **X, Y**, release **Right Trigger**, press **A**, hold **Right Trigger**, press **X, Y, B, A, Black, B, BACK**

FUZION FRENZY

Secret Codes

At any time during gameplay, press **START** to pause, then enter any of the following codes

A special message will appear after entering a correct code

First person mode—Hold **Left Trigger** and press **Y, B, Y, B**

Toggle between Mutant modes 1, 2 and 3—Hold **Left Trigger** and press **Y, B, X, X**

Welsh on—Hold **Left Trigger** and press **Y, Y, Y, Y**

Squeaky voices on—Hold **Left Trigger** and press **Y, X, Y, Y**

Real controls on—Hold **Left Trigger** and press **Y, Y, Y, X**

GAUNTLET: DARK LEGACY

Secret Codes

Enter any of the following codes at the "Enter Your Name" screen that appears whenever you start a new game

ALLFUL—Start with nine keys and nine potions

10000K Start with 10,000 gold

TAK118—Play as a ninja

STG333—Play as a bald guy

KAO292—Play as a waitress

RIZ721—Play as a quarterback

AYA555—Play as a Japanese schoolgirl

CEL721—Play as a cheerleader

SKY100—Play as a green alien

SUM224—Play as Sumner

GOBLIN COMMANDER: UNLEASH THE HORDE

Cheat Codes

At the main menu, press and hold **Right Trigger + Left Trigger + Y + Down** on the D-pad. After three seconds, the words "Cheats Codes Enabled" will appear on the screen. Now you can enter any of the following codes.

All Level Access—**Y, Y, Y, Left Trigger, Right Trigger, Left Trigger, Left Trigger, Right Trigger, Left Trigger, Right Trigger, Right Trigger, Right Trigger, Left Trigger, Left Trigger, Right Trigger, Right Trigger, Left Trigger, Right Trigger, Left Trigger, Right Trigger, Left Trigger, Left Trigger, Right Trigger, Right Trigger, Y, Y, Y**

After this code has been entered, select "Campaign" and choose the profile named "Bling."

God Mode for Team 1—**Right Trigger, Right Trigger, Right Trigger, Left Trigger, Left Trigger, Right Trigger, Left Trigger, Right Trigger, Left Trigger, Y, Right Trigger**

Auto Win—**Right Trigger, Right Trigger, Left Trigger, Left Trigger, Left Trigger, Right Trigger, Right Trigger, Right Trigger, Y, Y, Y**

Gold + 100—**Left Trigger, Right Trigger, Right Trigger, Right Trigger, Right Trigger, Left Trigger, Left Trigger, Y, Left Trigger, Left Trigger, Left Trigger**

Souls + 100—**Right Trigger, Left Trigger, Left Trigger, Left Trigger, Left Trigger, Right Trigger, Right Trigger, Y, Right Trigger, Right Trigger, Right Trigger**

1,000 Gold, 1,000 Souls—**Right Trigger, Right Trigger, Left Trigger, Right Trigger, Right Trigger, Right Trigger, Y, Y, Y, Left Trigger, Left Trigger**

Fog of War—**Right Trigger, Left Trigger, Right Trigger, Right Trigger, Left Trigger, Left Trigger, Y, Y, Left Trigger, Right Trigger**

50% Game Speed—**Left Trigger, Left Trigger, Left Trigger, Left Trigger, Left Trigger, Y, Y, Y, Y, Right Trigger**

200% Game Speed—**Right Trigger, Right Trigger, Right Trigger, Right Trigger, Right Trigger, Right Trigger, Y, Right Trigger, Right Trigger, Right Trigger**

GRAND THEFT AUTO III

Secret Codes

Enter the following cheat codes at any time during the game (but not while paused). Each time you enter a code successfully, a message will appear in the upper left corner of the screen to confirm. Note: Most of the codes cannot be deactivated once you've turned them on; you must reset the Xbox in order to restore the game to normal. **Do not save your game after entering codes**; if you do, the codes may be permanently activated in your save file. It's a good idea to keep a copy of

your save file on a memory card; this way, you'll have a backup in case anything happens to the *GTA III* save on your Xbox hard drive

100 Health—**Black, Black, Left Trigger, Right Trigger, Left, Down, Right, Up, Left, Down, Right, Up**

100 Armor—**Black, Black, Left Trigger, White, Left, Down, Right, Up, Left, Down, Right, Up**

All weapons—**Black, Black, Left Trigger, Black, Left, Down, Right, Up, Left, Down, Right, Up**

$250,000—**Black, Black, Left Trigger, Left Trigger, Left, Down, Right, Up, Left, Down, Right, Up**

"Wanted" level 0—**Black, Black, Left Trigger, Black, Up, Down, Up, Down, Up, Down**

"Wanted" level +2—**Black, Black, Left Trigger, Black, Left, Right, Left, Right, Left, Right**

Fast game clock—**B, B, B, X, X, X, X, X, Left Trigger, Y, B, Y**

Slower game speed—**Y, Up, Right, Down, X, Right Trigger, Black** (enter this code repeatedly to increase its effect)

Faster game speed—**Y, Up, Right, Down, X, Left Trigger, White** (enter this code repeatedly to increase its effect)

Pedestrians have weapons—**Black, Right Trigger, Y, A, White, Left Trigger, Up, Down**

Pedestrians riot—**Down, Up, Left, Up, A, Right Trigger, Black, White, Left Trigger**

Pedestrians attack you—**Down, Up, Left, Up, A, Right Trigger, Black, Left Trigger, White**

All vehicles explode—**White, Black, Left Trigger, Right Trigger, White, Black, Y, X, B, Y, White, Left Trigger**

Invisible vehicles—**Left Trigger, Left Trigger, X, Black, Y, Left Trigger, Y**

Better vehicle handling—**Right Trigger, Left Trigger, Black, Left Trigger, Left, Right Trigger, Right Trigger, Y** (with this code in place, press **the Left Thumbstick** to make your vehicle jump)

Cars can fly for short distances—**Right, Black, B, Right Trigger, White, Down, Left Trigger, Right Trigger**

Play as a pedestrian—**Right, Down, Left, Up, Left Trigger, White, Up, Left, Down, Right** (enter this code repeatedly to change into different characters. Note: This code may not work unless your character is wearing his "street" clothes—the jacket and jeans—when you enter it)

Rhino tank appears—**B, B, B, B, B, B, Right Trigger, White, Left Trigger, Y, B, Y**

Clear weather—**Left Trigger, White, Right Trigger, Black, Black, Right Trigger, White, Y**

Cloudy weather—**Left Trigger, White, Right Trigger, Black, Black, Right Trigger, White, X**

Rain—**Left Trigger, White, Right Trigger, Black, Black, Right Trigger, White, B**

Fog—**Left Trigger, White, Right Trigger, Black, Black, Right Trigger, White, A**

GRAND THEFT AUTO: VICE CITY

Secret Cheat Codes

Enter the following cheat codes at any time during the game (but not while paused). Each time you enter a code successfully, a message will appear in the upper left corner of the screen to confirm. Note: Most of the codes cannot be deactivated once you've turned them on; you must reset the Xbox in order to restore the game to normal. **Do not save your game after entering codes**; if you do, the codes may be permanently activated in your save file. It's a good idea to keep a copy of your save file on a memory card, this way, you'll have a backup in case anything happens to the *GTA: Vice City* save on your Xbox hard drive. Some codes may cause unpredictable results which may cause the game to "crash," especially if you have several codes in effect at once. Codes that modify the appearance or behavior of vehicles or pedestrians will usually not affect those that are already in the immediate vicinity; you'll see the effects when new vehicles or pedestrians appear. The codes that cause vehicles to appear may not work if you're too far from a street or other area where vehicles are allowed to drive.

100 Health—**Right Trigger, Black, Left Trigger, B, Left, Down, Right, Up, Left, Down, Right, Up**

100 Armor—**Right Trigger, Black, Left Trigger, A, Left, Down, Right, Up, Left, Down, Right, Up**

All normal weapons—**Right Trigger, Black, Left Trigger, Black, Left, Down, Right, Up, Left, Down, Right, Up**

All medium weapons—**Right Trigger, Black, Left Trigger, Black, Left, Down, Right, Up, Left, Down, Down, Left**

All powerful weapons—**Right Trigger, Black, Left Trigger, Black, Left, Down, Right, Up, Left, Down, Down, Down**

"Wanted" level +2—**Right Trigger, Right Trigger, B, Black, Left, Right, Left, Right, Left, Right**

"Wanted" level 0—**Right Trigger, Right Trigger, B, Black, Up, Down, Up, Down, Up, Down**

Suicide—**Right, White, Down, Left Trigger, Left, Left, Right Trigger, Left Trigger, White, Left Trigger**

Fast game clock—**B, B, Left Trigger, X, Left Trigger, X, X, X, Left Trigger, Y, B, Y**

Slower game speed—**Y, Up, Right, Down, X, Black, Right Trigger** (enter this code repeatedly to increase its effect)

Faster game speed—**Y, Up, Right, Down, White, Left Trigger, X** (enter this code repeatedly to increase its effect)

Pedestrians have weapons—**Black, Right Trigger, A, Y, A, Y, Up, Down**

Pedestrians riot—**Down, Left, Up, Left, A, Black, Right Trigger, White, Left Trigger**

Pedestrians attack you—**Down, Up, Up, Up, A, Black, Right Trigger, White, White**

Display pursuit data—**B, Left Trigger, Down, White, Left, A, Right Trigger, Left Trigger, Right, A** (If you're being pursued by the police, your current and maximum "chase" level will be displayed beneath your "Wanted" level along with updates about any news coverage you receive)

Certain women follow you—**B, A, Left Trigger, Left Trigger, Black, A, A, B, Y** (Note: As your stats increase and you earn more money and better clothes, you will attract a wider variety of women)

Nearest pedestrian gets in your vehicle—**B, Right, Up, Left Trigger, X, Right Trigger** (Note: This code will only register if you're in a vehicle and there is a pedestrian close by)

Gangsters at the properties you own are women in bikinis with guns—**Right, Left Trigger, B, White, Left, A, Right Trigger, Left Trigger, Left Trigger, A**

All cars explode—**Black, White, Right Trigger, Left Trigger, White, Black, X, Y, B, Y, White, Left Trigger**

More aggressive drivers—**Black, B, Right Trigger, White, Left, Right Trigger, Left Trigger, Black, White**

All traffic lights remain green—**Right, Right Trigger, Up, White, White, Left, Right Trigger, Left Trigger, Right Trigger, Right Trigger**

Invisible vehicles—**Y, Left Trigger, Y, Black, X, Left Trigger, Left Trigger**

Increase tire size for certain sports cars—**Right Trigger, A, Y, Right, Black, X, Up, Down, X** (Note: This code can be entered repeatedly to increase its effects, but it will not register again unless you reload a saved game or completely restart a new game)

All randomly-colored vehicles are black—**B, White, Up, Right Trigger, Left, A, Right Trigger, Left Trigger, Left, B**

All randomly-colored vehicles are pink—**B, Left Trigger, Down, White, Left, A, Right Trigger, Left Trigger, Right, B**

Cars can fly for short distances—**Right, Black, B, Right Trigger, White, Down, Left Trigger, Right Trigger**

Better vehicle handling—**Y, Right Trigger, Right Trigger, Left, Right Trigger, Left Trigger, Black, Left Trigger** (with this code in place, press the **Left Thumbstick** to make your vehicle jump)

Cars can drive over water—**Right, Black, B, Right Trigger, White, X, Right Trigger, Black**

Play as Lance Vance—**B, White, Left, A, Right Trigger, Left Trigger, A, Left Trigger**

Play as Candy Suxxx—**B, Black, Down, Right Trigger, Left, Right, Right Trigger, Left Trigger, A, White**

Play as Ken Rosenberg—**Right, Left Trigger, Up, White, Left Trigger, Right, Right Trigger, Left Trigger, A, Right Trigger**

Play as Hilary King—**Right Trigger, B, Black, Left Trigger, Right, Right Trigger, Left Trigger, A, Black**

Play as Jezz Torrent—**Down, Left Trigger, Down, White, Left, A, Right Trigger, Left Trigger, A, A**

Play as Phil Cassidy—**Right, Right Trigger, Up, Black, Left Trigger, Right, Right Trigger, Left Trigger, Right, B**

Play as Sonny Forelli—**B, Left Trigger, B, White, Left, A, Right Trigger, Left Trigger, A, A**

Play as Mercedes—**Black, B, Up, Left Trigger, Right, Right Trigger, Right, Up, X, Y**

Play as Dick—**Black, Left Trigger, Up, Left Trigger, Right, Right Trigger, Right, Up, B, Y**

Play as Ricardo Diaz—**Left Trigger, White, Right Trigger, Black, Down, Left Trigger, Black, White**

Play as a pedestrian—**Right, Right, Left, Up, Left Trigger, White, Left, Up, Down, Right** (enter this code repeatedly to change into different characters. Note: This code may not work unless Tommy is wearing his default "street" clothes when you enter it)

Bloodring Banger #1 appears—**Down, Right Trigger, B, White, White, A, Right Trigger, Left Trigger, Left, Left**

Hotring Racer #1 appears—**Right Trigger, B, Black, Right, Left Trigger, White, A, A, X, Right Trigger**

Hotring Racer #2 appears—**Black, Left Trigger, B, Right, Left Trigger, Right Trigger, Right, Up, B, Black**

Sabre Turbo appears—**Right, White, Down, White, White, A, Right Trigger, Left Trigger, B, Left**

Romero's Hearse appears—**Down, Black, Down, Right Trigger, White, Left, Right Trigger, Left Trigger, Left, Right**

Love Fist limousine appears—**Black, Up, White, Left, Left, Right Trigger, Left Trigger, B, Right**

Caddy appears—**B, Left Trigger, Up, Right Trigger, White, A, Right Trigger, Left Trigger, B, A**

Trashmaster appears—**B, Right Trigger, B, Right Trigger, Left, Left, Right Trigger, Left Trigger, B, Right**

Rhino tank appears—**B, B, Left Trigger, B, B, B, Left Trigger, White, Right Trigger, Y, B, Y**

Clear weather—**Black, A, Left Trigger, Left Trigger, White, White, Down**

Cloudy weather—**Black, A, Left Trigger, Left Trigger, White, White, White, Y**

Overcast sky—**Black, A, Left Trigger, Left Trigger, White, White, White, X**

Rain—**Black, A, Left Trigger, Left Trigger, White, White, White, B**

Fog—**Black, A, Left Trigger, Left Trigger, White, White, White, A**

GROOVERIDER: SLOT CAR THUNDER

Cheat Codes

Choose "Single Player" from the main menu, then select "Time Trial" and earn a record time on any track. When the "Please Enter Your Name" menu appears, enter your name as "MARK" and return to the main menu. Now select "Options" and you'll find that the "Cheats" option has been unlocked. At the cheats menu, you can change the car speed, select "Unlock Championships" to unlock everything in the game or toggle the "Ghost" option to disable the game's collision detection (doesn't work in Time Trial mode)

See the Credits

Earn a record time in Time Trial mode as described above, then enter your name as "BGM" to see the game's credits

GUNMETAL

Unlock All Missions & Weapons

At the "Select Mission" screen, quickly press **Left Thumbstick, Black, Right Trigger, Right Thumbstick, White, Left Trigger**. All missions will immediately become available on this screen. When you reach the "Armory" screen, all weapons will also be available

THE HAUNTED MANSION

Cheat Codes

Enter the following codes at any time during gamep ay (not while paused)

Invincibility—Hold **Right** on the D-pad and press **X, B, B, B, X, B, Y, A**

Weapon Upgrade—Hold **Right** on the D-pad and press **X, X, Y, Y, B, B, B, A**

Unlock "Level Select" option at the pause menu—Hold **Right** on the D-pad and press **B, B, X, Y, Y, X, B, A**

HITMAN 2

Level Select

At the main menu, press **Right Trigger, Left Trigger, Up, Down, X, Y, B**; a level select menu will appear

Cheat Codes

Enter the following codes at any time during gameplay. Note: You will not be able to finish any mission when any cheat is enabled

Gravity—**Right Trigger, Left Trigger, Up, Down, A, Left Trigger, Left Trigger**

Lethal charge—**Right Trigger, Left Trigger, Up, Down, A, Black, Black**

Bomb on—**Right Trigger, Left Trigger, Up, Down, A, Up, White**

Megaforce—**Right Trigger, Left Trigger, Up, Down, A, Right Trigger, Right Trigger** (restart level to disable)

God mode—**Right Trigger, Left Trigger, Up, Down, A, Right Trigger, Left Trigger, Black, White**

All weapons—**Right Trigger, Left Trigger, Up, Down, A, Up, X, A**

Sto-mo—**Right Trigger, Left Trigger, Up, Down, A, Up, Left Trigger**

Full heal—**Right Trigger, Left Trigger, Up, Down, A, Up, Down**

All on (more powerful punches)—**Right Trigger, Left Trigger, Up, Down, A, Up, Up**

Nail gun on (allows you to pin enemies to the wall)—**Right Trigger, Left Trigger, Up, Down, A, White, White**

HULK

Cheat Codes

Choose "Options" from the main menu, then select "Code Input" and enter any of the following codes to unlock various features. The effects of the codes must be toggled on after entry by accessing the "Cheats" menu under "Special Features."

G M M S K I N—Unlock "Invulnerability" cheat

F L S H W N D—Unlock "Regenerator" cheat

A N G M N G T—Unlock "Full Rage Meter" cheat

G R N C H T R—Unlock "Unlimited Continues" cheat

H L T H D S E—Unlock "Double Hulk's HP" cheat

B R N G I T N—Unlock "Double All Enemies HP" cheat

M M M Y H L P—Unlock "Half All Enemies HP" cheat

F S T O F R Y—Unlock "Wicked punch" cheat

B R C E S T N—Unlock "Puzzle Solved" cheat

N M B T H I H—Unlock "Reset High Score" cheat

T R U B L V R—Unlock "All levels" cheat

Additional Cheats

The following codes can only be entered at a "Universal Code Input" terminal within the game; the first one is located in the "Infiltration" stage

J A N I T O R—Unlock "Gray Hulk" cheat

S A N F R A N—Unlock "Hulk Transformed" in Movie Art

P I T B U L L—Unlock "Hulk vs. Hulk Dogs" in Movie Art

F I F T E E N—Unlock "Desert Battle" in Movie Art

A N O M E D—Unlock "Hulk Movie F/X" in Hulk Unleashed

HUNTER: THE RECKONING—REDEEMER

Cheat Codes

Enter the following codes at any time during gameplay (not while paused)

Unlock Werewolf/Increase Conviction skill—**Y, Y, Y, Up, Down, Up, Down**

Unlock all Special Features—**X, B, X, B, Up, Up, Down, Down**

JURASSIC PARK: OPERATION GENESIS

Secret Codes

Enter any of the following codes during gameplay while nothing is selected and no menus are open

A twister is coming!—**Left, Up, Right, Down, Left Trigger, Right Trigger**

Increase park budget by $10,000—**Up, Left Trigger, Down, Left Trigger**

Increase park budget by $250,000—**Left Trigger, Right, Right, Left Trigger, Right Trigger, Down**

Park budget drops to $0—**Left Trigger, Right Trigger, Left Trigger, Right Trigger, Down, Down**

All research completed—**Down, Down, Down, Left, Right, Left Trigger, Down, Up**

All dinosaurs in your park are given 100% DNA—**Right Trigger, Up, Right Trigger, Right, Left Trigger, Down**

All dinosaurs in your park are about to die!—**Left Trigger, Right Trigger, Down, Right Trigger, Left Trigger**

All dinosaurs will contract a disease—**Down, Up, Down, Left, Right Trigger, Right Trigger, Right Trigger**

All dinosaur DNA at 55%—**Right Trigger, Up, Left Trigger, Down**

All carnivores become stressed—**Left Trigger, Left Trigger, Left Trigger, Left, Left, Left**

All fences are deleted—**Up, Right Trigger, Down, Left Trigger, Left, Left**

All roads are deleted—**Right, Right, Right Trigger, Right Trigger, Left Trigger, Down**

Visitor fatalities cost you nothing—**Right Trigger, Left, Down, Down, Down, Down**

All visitors leave your park—**Left Trigger, Right Trigger, Left Trigger, Right, Down, Right Trigger**

All visitors in your park get 100% satisfaction—**Right Trigger, Down, Left Trigger, Up, Up, Up**

All visitors die—**Left, Right, Left, Right, Right Trigger**

Increase your park rating by one star—**Right, Left Trigger, Up, Left Trigger, Left Trigger, Down**

Increase your park rating to three stars—**Left Trigger, Right Trigger, Down, Down, Left Trigger, Right**
Fossil market event occurs—**Down, Left Trigger Right Trigger, Down**
Unlock all fossil hunt regions—**Left, Down, Right, Up, Left Trigger, Right Trigger, Left Trigger, Right Trigger**
Crash all balloons and safari rides—**Right Trigger Left Trigger, Up, Down, Up, Down**
Unlock Missions—**Right Trigger, Right, Right, Right, Right, Right Trigger**
Weather is always sunny—**Right Trigger Right Trigger, Right, Left, Up, Right**
It's always raining **Right Trigger Left Trigger, Right Trigger, Down, Up, Down**
Weather is always a heatwave—**Down, Right Trigger, Down Right Trigger, Down, Right Trigger**
No Monsters for the rest of the game—**Left Trigger, Right Trigger Left, Right, Left Trigger, Right Trigger**
Toggle gun on jeep rather than camera—**Left Trigger, Right Trigger Left, Down, Right, Right**
All dinosaurs are given skeleton textures—**Right Trigger, Right Trigger Right Trigger, Left Trigger, Right**
All fences upgraded to high security fences—**Left Trigger, Left, Left, Right Trigger, Right Trigger, Right**
All fences downgraded to low security fences—**Down, Down, Left, Right, Left Trigger, Left Trigger, Up, Up**
Your park is free from disease—**Up, Up, Right Trigger, Left Trigger, Up, Up**
No dinosaurs become stressed—**Left Trigger, Left, Up, Left, Up, Left, Left Trigger**

LEGENDS OF WRESTLING

Unlock All Wrestlers
At the main menu, quickly press **Up, Up, Down, Down, Left, Right, Left, Right, Y, Y, X**
A message will appear to confirm the code

LINKS 2004

Unlock All Courses
At the main menu, press **Left Trigger + Right Trigger + X + Y** simultaneously. All of the courses will be unlocked
Cheat Code
Select "My Player" from the main menu and create a character with the name "SafariTK" to unlock all Skill Points, Challenges and Career Mode tours Note This player profile will not work with Xbox Live, it can only be used while playing offline

THE LORD OF THE RINGS THE FELLOWSHIP OF THE RING

Secret Codes
At any time during gameplay, quickly enter any of the following codes
Y, A, X, B, A, Y—Infinite health
X, B, Y, A, X, B—Infinite ammunition
Y, B, A, B, Y, X—Infinite Ring use

THE LORD OF THE RINGS THE RETURN OF THE KING

Increase Experience
At any time during the game, press **START** to pause, then enter the code listed below for the character you're playing to increase that character's experience by 1,000 points
Aragorn—Hold **Left Trigger + Right Trigger, press Up, X, Y, A**
Frodo—Hold **Left Trigger + Right Trigger, press Down, Y, Up, Down**
Gandalf—Hold **Left Trigger + Right Trigger, press B, Y, Up, Down**
Gimli—Hold **Left Trigger + Right Trigger, press B, B, Y, A**
Legolas—Hold **Left Trigger + Right Trigger, press A, Y, Up, A**
Sam—Hold **Left Trigger + Right Trigger, press Y, A, Down, A**

THE LORD OF THE RINGS: THE TWO TOWERS

Secret Codes
At any time during the game, press the **START** button to pause, then enter any of the following codes. Use the D-pad to enter the directional commands
Restore health—Hold **Left Trigger + Right Trigger and press Y, Down, A, Up**
Restore missiles—Hold **Left Trigger + Right Trigger and press A, Down, Y, Up**
All Level 2 upgrades—Hold **Left Trigger + Right Trigger** and press **B, Right, B, Right**
All Level 4 upgrades—Hold **Left Trigger + Right Trigger** and press **Y, Up, Y, Up**
All Level 6 upgrades—Hold **Left Trigger + Right Trigger** and press **X, Left, X, Left**
All Level 8 upgrades—Hold **Left Trigger + Right Trigger** and press **A, A, Down, Down**
1,000 upgrade points—Hold **Left Trigger + Right Trigger** and press **A, Down, Down, Down**
The remaining codes can be entered the same way, but they will not work until you have unlocked the "Secret Codes" option, which appears as a gold ring on the right side of the game's map screen You must first beat the Helm's Deep, Hornburg Courtyard stage and reach Level 10 with any character, this will unlock the Secret Mission for that character After beating the Secret Mission, the Secret Mission, Play as Secret Character option will be unlocked Once you've beaten the Secret Mission while playing as the secret character, the Secret Codes option will be unlocked and you'll be able to use the following cheats.
Always devastating—Hold **Left Trigger + Right Trigger** and press **X, X, B, B**
Small enemies—Hold **Left Trigger + Right Trigger** and press **Y, Y, A, A**
Slow motion—Hold **Left Trigger + Right Trigger** and press **Y, B, A, X**
Infinite missiles—Hold **Left Trigger + Right Trigger** and press **X, B, A, Y**
All upgrades—Hold **Left Trigger + Right Trigger** and press **Y, B, Y, B**
Invulnerable—Hold **Left Trigger + Right Trigger** and press **Y, X, A, B**

MACE GRIFFIN: BOUNTY HUNTER

Cheat Codes
At any time during gameplay, equip the Electro-Cosh weapon, then enter any of the following codes You must enter the codes quickly or they may not register A message will appear in the corner of the screen to confirm each code
Invincibility—**Left Trigger, Right Trigger, Left Trigger, Right Trigger A, B, B, A, X, Y**
Unlimited ammunition—**Left Trigger, Right Trigger, Left Trigger, Right Trigger, A, B, B, A, X, X**
Double damage—**Left Trigger, Right Trigger Left Trigger, Right Trigger, A, B, B, A, Y, Y**
One-hit kills—**Left Trigger, Right Trigger, Left Trigger, Right Trigger, A, B, B, A, A, A**
Auto focus—**Left Trigger, Right Trigger Left Trigger, Right Trigger, A, B, B, A, B, A**
Big head—**Left Trigger, Right Trigger, Left Trigger, Right Trigger, A, B, B, A, B, B**
Floating camera—**Left Trigger, Right Trigger, Left Trigger, Right Trigger, A, B, B, A, Y, X**
(Note After entering this code, you will be unable to enter any of the above codes and you will need to restart your mission in order to proceed)

MAX PAYNE

Cheats Menu
At the main menu, press and hold **Left Trigger + Right Trigger + Left Thumbstick + Right Thumbstick**, then press **White, Black, Black, White, White, Black** A message will appear to confirm the code

MAX PAYNE 2: THE FALL OF MAX PAYNE

Unlock All Levels and Game Modes
At any time during gameplay (not while paused), press **X, X, X, A, Left, Right, Left, Right, X, X, X, A, Left, Right, Left, Right.** You won't get any confirmation that the code has been accepted, but if you return to the main menu and select "New Game," you'll find all of the modes and levels unlocked

MEDAL OF HONOR: FRONTLINE

Passwords
Enter any of the following codes at the Password screen from within the Options menu The codes marked with an asterisk (*) activate cheats which must then be turned on at the Bonus menu
NOHITSFORU—Bullet Shield*
BASS—Unlock Mission 2 A Storm in the Port
STURGEON—Unlock Mission 3 Needle in a Haystack
PIKE—Unlock Mission 4 Several Bridges Too Far
TROUT—Unlock Mission 5 Rolling Thunder
CATFISH—Unlock Mission 6 The Horten's Nest
SALMON—Earn a gold star for the level previous to the current level
FLIPBOOK—Unlock Extra movie, "From the Animator's Desk"
COTOBREATH—Unlock Extra movie, "A Good Day to 'Dye'"

MEDAL OF HONOR: RISING SUN

Passwords
Choose "Options" from the Single Player Campaign menu, then select "Passwords" and enter any of the following codes. Once a code is in place, you must then select "Bonus" from the Options menu and press **A** to toggle the corresponding cheat on or off
CARDINAL—Achilles Head
BETTA—Rubber Grenades
BOXFISH—All Replay Items
WRASSE—Bullet Shield
BANNER—Immortality
PARROT—Invisible Soldiers
DOTTYBACK Men With Hats
BATFISH—Silver Bullet
JAWFISH—Unlimited Ammo
TUSKFISH—Unlock all missions

MIDNIGHT CLUB II

Cheat Codes
Enter the following codes at the Cheat Codes screen, which is found under the Options menu
gottagopoo—Unlimited nitro boosts for both cars and motorcycles*
adamantium—Indestructible vehicle/motorcyclists never bail*
lovenotwar—Enable machine gun and rockets (to fire machine guns, press the **Left Thumbstick**, pressing the **White Button** fires a rocket from under your hood)*
greasemonkey—Unlock all special abilities (nitro boosts, two-wheel driving, etc.)**
thecruiser—Unlock "Career" race type in Arcade mode**
theworldisminé—Unlock all cities in Arcade mode and Race Editor mode**
fluffybear—Combines the effects of the * codes
hotwired—Combines the effects of the ** codes and unlocks all vehicles in Arcade mode
10B23—Combines the effects of the * codes and the ** codes and unlocks all vehicles in Arcade mode
bigbrother—Enable "most dedicated" stat on Xbox Live (log on to Xbox Live and highlight "Networking Mode," then highlight "Stats" and move the cursor to "Most Dedicated" to view extra ratings for the top 20 online players)
ozzysworld—Freaky visuals during gameplay
howhardcanitbe0—Easiest difficulty
howhardcanitbe9—Hardest difficulty
howfastcanitbe0—Slowest game speed
howfastcanitbe9—Fastest game speed
The latter codes adjust the game's speed and difficulty in all single-player game modes

MIDTOWN MADNESS 3

Unlock All Vehicles
At the main menu, click the Left Thumbstick and continue to hold it in while you enter the following code: **Left Trigger, Right Trigger, Left Trigger, Left Trigger, Left Trigger, Right Trigger Right Trigger, Right Trigger, Left Trigger, Left Trigger, Right Trigger, Right Trigger, Right Trigger.** If you entered it correctly, all of the vehicles will be unlocked

MIKE TYSON HEAVYWEIGHT BOXING

Secret Codes
At the title screen—when the words "PRESS START BUTTON" appear—quickly enter any of the following codes. **When you press the last button in any code, hold it down until a confirmation message appears on the screen.**
Unlock all modes and boxers—**X, B, Left Trigger, Right Trigger**
Big head mode—**X, B, Up, Down**
Small head mode—**X, B, Down, Up**
Two-dimensional mode—**Down, Up, B, X**

MLB SLUGFEST 2004

Secret Codes
Enter any of the following codes at the "versus" screen just before the game starts. The numbers represent the number of times you must press the **X, Y** and **B** buttons followed by a direction on the D-pad For example, to enter the "Rocket Park" code (3-2-1-Up), press **X** three times, **Y** two times and **B** once, then press **Up** on the D-pad. A message will appear to confirm each code
1-1-1-Down—Cheats Disabled
3-0-3-Up—Extended Time For Codes
4-4-4-Down—Unlimited Turbo
3-0-0-Left—Max. Batting
0-3-0-Left—Max Power
0-0-3-Left—Max. Speed
2-4-2-Down—16" Softball
2-4-2-Up—Rubber Ball
0-0-4-Right—Whiffle Bat
0-0-4-Up—Log Bat
0-0-3-Up—Ice Bat
0-0-2-Up—Blade Bat
0-0-4-Left—Mace Bat
0-0-5-Up—Spike Bat
0-0-1-Up—Bone Bat
2-0-0-Right—Big Head
2-0-0-Left—Tiny Head
3-3-3-Up—Coliseum Stadium
3-2-1-Up—Rocket Park Stadium
3-3-3-Down—Monument Stadium
3-2-1-Down—Midway Park Stadium
3-2-1-Right—Empire Park Stadium
3-3-3-Left—Forbidden City Stadium
3-2-1-Left—Atlantis Stadium
2-1-0-Right—Pinto Team
2-1-1-Right—Horse Team
2-1-2-Right—Eagle Team
2-2-0-Right—Lion Team
1-0-3-Down—Dwarf Team
1-1-3-Down—Gladiator Team
1-3-3-Down—Bobble Head Team
1-0-2-Down—Dolphin Team
1-1-2-Down—Scorpion Team
1-2-2-Down—Sub-Zero Team
1-3-2-Down—Rodeo Clown Team
1-1-0-Down—Minotaur Team
2-2-2-Down—Olshan Team
2-2-2-Up—Rivera Team
2-3-2-Down—Napolitano Team
2-1-1-Down—Evil Clown Team
2-3-1-Down—Ump Team
2-3-3-Down—Casey Team
1-0-1-Down—Little League
2-2-2-Right—Team Todd McFarlane
3-3-3-Right—Team Terry Fitzgerald

NASCAR HEAT 2002

Easily Complete Beat The Heat Challenges
At the main menu, press **Up, Down, Left, Right, White, Down, Down.** The menu will disappear, then reappear. Each time you do this, you'll gain 10 points and automatically pass the last challenge that was unlocked.

NASCAR THUNDER 2002

Unlock Fantasy Drivers
At the Driver Select screen, select "Create-a-Car." Enter the any of the following names in their respective First Name and Last Name fields at the "Driver" subscreen. Next, select "Advance" and a special message will tell you that you unlocked a new driver

Dave Alpern	Buster Auton
Scott Brewer	Audrey Clark
Rick Edwards	Michelle Emser
Katrina Goode	Diane Grubb
Jim Hannigan	Troi Hayes
Crissy Hillsworth	Traci Hultzapple
Rick Humphrey	Kristi Jones
Joey Joulwan	Cheryl King
Mandy Misiak	Josh Neelon
Dave Nichols	Kitt Paint
Benny Parsons	Ken Patterson
Dick Paysor	Tom Renedo
Sasha Soares	Chuck Spicer
Daryl Wolfe	

NBA INSIDE DRIVE 2003

Secret Codes
At the main menu, select "Options," then select "Codes" and enter any of the following codes
speedy—Unlimited turbo
three4all—Easy three-pointers
dunkonyou—Easy alley-oops
cityhoops—Unlock Chicago Skyline Stadium
momoney—All points available for created players
doit—All trades are accepted
itsybitsy—Tiny players
stylin70s—ABA ball
beachbums—Beach ball
kickme—Soccer ball
spikeit—Volleyball
cornerpocket—Eight ball
gotgame—WNBA ball
xball—Xbox ball

NBA INSIDE DRIVE 2004

Cheat Codes
Choose "Options" from the main menu, then select "Codes" and enter any of the following codes
imflying—Easy alley-oops
hotsauce—Unlimited turbo
raining3s—Easy three-pointers
mooncity—Tiny players
unlimited—All points available for created players
areless—Accept all trades
funky—ABA Ball
changeball—WNBA Ball
xsnsports—Xbox Ball
concertspike—Beach Ball
diego—Soccer Ball
bambiboom—Volley Ball
chalk—8 Ball
downtown—Chicago Skyline Stadium

NBA JAM

Secret Codes

Choose "User Profiles" at the main menu and create a profile with one of the following names. When you choose that profile, the corresponding cheats will be active

- Enter "C R E D I T S" to unlock the secret *NBA JAM* development teams
- Enter "– P O I N T S" to earn 100,000,000 Jam Points to spend at the Jam Store
- Enter "– L P P –" to unlock all secret characters, secret teams, courts, apparel, cheats and development artwork

NBA LIVE 2003

Secret Characters

From the Main Menu, enter the Roster Management menu and select "Create Player." Enter any of the following cheat codes in the "Last Name" field. The unlocked character can then be found in the Free Agent pool for you to sign to any team

F L I P M O D E—Busta Rhymes
C A L I F O R N I A—Hot Karl
G O O D B E A T S—Just Blaze
G H E T T O F A B—Fabolous
D O L L A B I L L S—8 Rich
M I X T A P E S—DJ Clue

NBA LIVE 2004

Secret Codes

Choose "My NBA Live" from the main menu and select "NBA Codes." Enter the following codes to unlock special shoes and gear in Create Player mode

P O U Y 9 8 5 G Y 5—Unlock all shoes
7 2 5 J K U P L M M—Unlock all Hardwood Classics jerseys
E R T 9 9 7 6 K J 3—Unlock all NBA Gear
Y R E Y 5 6 2 5 W Q—Unlock all Team Gear
8 7 8 4 3 H 5 F 9 P—Unlock 15,000 NBA Store points

Secret Characters

Select "Team Management" from the Main Menu, enter the Roster Management mode and select "Create Player." Enter any of the following cheat codes in the "Last Name" field; a confirmation message will appear if you've done it correctly. The unlocked character can then be found in the Free Agent pool for you to sign to any team. Note that all of the codes are in lowercase letters except the first

S O S O D E F—Jermaine Dupri
o e i s n d l a—Kyle Korver
q w p o a s z x—Paccelis Morlende
p o i o i j i s—Szymon Szewczyk
x c f w q a s e—Tommy Smith
p o i l k j m n—Rick Rickert
w h s u c p o r—Aleksander Pavlovic
n b v k s m c n—James Lang
b b v d k c v m—Matt Bonner
z x c c v d r f—Sani Becirovic
i o u b f d c j—Sofoklis Schortsanitis
w m z k c o i—Xue Yuyang
s k e n z i d o—Malick Badiane
p o c k d l e k—Andreas Glyniadakis
z x d s d r k e—Nedzad Sinanovic
r t n v c j s d—Remon Van de Hare
p o s n e g h x—Mario Austin
s d f g u r k l—Carlos Delfino

NBA STREET VOL. 2

Secret Codes

Select "Pick Up Game" from the main menu, choose "home" or "away" and select a user name. At the "Ready" prompt, you'll see a message at the bottom of the screen that says "Enter cheat codes now." Enter any the following codes at this time; if you entered a code correctly, you'll hear the sound of a car alarm being set:

Big heads—Hold **Left Trigger** and press **B, X, X, B**
Small players—Hold **Left Trigger** and press **Y, Y, B, X**
ABA ball—Hold **Left Trigger** and press **B, X, B, X**
WNBA ball—Hold **Left Trigger** and press **B, Y, Y, B**
Ball trails—Hold **Left Trigger** and press **Y, Y, Y, X**
No interface graphics—Hold **Left Trigger** and press **X, B, B, B**
All jerseys unlocked—Hold **Left Trigger** and press **B, Y, X, X**
All courts unlocked—Hold **Left Trigger** and press **X, Y, Y, X**
All Street Legends unlocked—Hold **Left Trigger** and press **B, Y, X, Y**
All NBA Legends unlocked (except Michael Jordan)—Hold **Left Trigger** and press **B, Y, Y, X**
NBA Legend Michael Jordan unlocked—Hold **Left Trigger** and press **B, Y, B, B**
Unlimited Turbo—Hold **Left Trigger** and press **X, X, Y, Y**
Explosive rims—Hold **Left Trigger** and press **B, B, B, Y**
No Trick Counters—Hold **Left Trigger** and press **Y, Y, B, B**
Fast players—Hold **Left Trigger** and press **Y, B, Y, X**
Easy two-pointers—Hold **Left Trigger** and press **Y, B, X, Y**
Hard two-pointers—Hold **Left Trigger** and press **Y, X, B, Y**

NEED FOR SPEED UNDERGROUND

Cheat Codes

Enter any of the following codes at the main menu; you won't hear any confirmation sound when doing so. Note: The codes must be entered quickly or they may not work

Unlock all Circuit tracks in Quick Race mode—**Down, Right Trigger, Right Trigger, Right Trigger, Black, Black, Black, X**
Unlock all Sprint tracks in Quick Race mode—**Up, Black, Black, Black, Right Trigger, Down, Down, Down**
Unlock all Drag tracks in Quick Race mode—**Right, X, Left, Right Trigger, X, Left Trigger, White, Black**
Unlock all Drift tracks in Quick Race mode—**Left, Left, Left, Left, Right, Black, Right Trigger, White**

NFL STREET

Cheat Codes

Enter the following names when creating a new User ID. Note that you can only use one User ID profile at a time, so only one cheat can be activated per player

TRAVEL—All stadiums unlocked
CLASSIC—NFL Legends team unlocked
KAY SLAY—Kayslay team unlocked
EXCELLENT—X executioners team unlocked
AW9378—All AFC and NFC All-Stars teams unlocked

NHL RIVALS 2004

Secret Codes

Choose "Options" from the main menu, then select "Unlocks" and enter the following codes to unlock the corresponding cheat:

B L I B B E T—Microsoft All-Stars
X S N S P O R T S W E S T—XSN Sports West All Stars
X S N S P O R T S E A S T—XSN Sports East All-Stars
C U J O W E S T—NHL Rivals West All-Stars
C U J O E A S T—NHL Rivals East All-Stars
A I R H O C K E Y—Zero ice friction
D E A D B O A R D S—No-bounce dasherboards
S H O O T O U T—All Snipers
B R U I S E R S—All Enforcers
P E S T F E S T—All Agitators
E V E N S T E V E N—All balanced
I N V I S I B L E M A N—Invisible players
T I N Y T Y K E S—Small players
B I G D U D E S—Big players
C A F F E I N E—Unlimited speed burst
H O W I T Z E R—Big shots
B I G B I S C U I T—Big puck
T H E S T R E A K—Heavy shot trails
H E A V Y P U C K—Gravity

OFFICIAL XBOX MAGAZINE XBOX GAME DISCS

Secret Videos

For each of the following discs, enter the corresponding code at the main menu to view a hidden video or slide show (use the D-pad to enter the directional commands):

Disc #21 (August 2003)—Hold **Left Trigger** and press **Up, Down, Left, Right, A, B, START**
Disc #22 (September 2003)—Hold **Left Trigger** and press **Down, Down, X, Right, Up, Y, Left, Left, B**
Disc #24 (November 2003)—Hold **Left Trigger** and press **Down, Right, Down, Right, X, X, A, A, Down, Up, B, Y, A**
Disc #25 (December 2003)—Hold **Left Trigger** and press **Right, A, X, B, A, X, Y, A, X, Down, A, X, Left, A, X**
Disc #26 (Holiday 2003)—Hold **Left Trigger** and press **Y, A, B, B, A, Down, A, B, B, A, Down, Up**
Disc #27 (January 2004)—Hold **Left Trigger** and press **A, A, A, X, Down, Up, Up, Up, Y, Left, Right, Right**
Disc #28 (February 2004)—Hold **Left Trigger** and press **B, A, Right, X, A, Right, B, Y, Y, Up, A, Left, A**

OUTLAW VOLLEYBALL

Unlock All Characters

Select "Exhibition" from the main menu. When the character-select screen appears, hold **Left Trigger** and press **Left, White, Right, White** to unlock all of the characters

Change Character Proportions

Enter either of the following codes at any time during gameplay

Increase Upper Body—Hold **Left Trigger** and press **B, Up, Up, B, Y**
Big Head Mode—Hold **Left Trigger** and press **B, A, B, Y**

PIRATES OF THE CARIBBEAN

Cheat Codes

Enter the following codes at any time during gameplay

God Mode ON—**A, Y, X, X, Y, Y, B, Y, X, A**
100,000 Gold—**A, X, Y, B, Y, B, X, B, B, A**
50 Skill Points—**A, B, Y, X, Y, B, B, Y, B, A**
Reputation Set to Neutral—**A, X, Y, X, Y, B, B, Y, B, A**

PIRATES: THE LEGEND OF BLACK KAT

Secret Codes

At any time during gameplay, hold **Left Trigger + Right Trigger** and enter these codes

Invincible while controlling the Wind Dancer—**BACK, B, White A, Right Thumbstick, Black, X, Right Thumbstick, Y, Left Thumbstick**
Infinite Wind Boost while controlling the Wind Dancer—**BACK, White, Right Thumbstick, X, Left Thumbstick, Y, Black, B, A, Left Thumbstick**
Upgrade the Wind Dancer to Galleon (this code will not take effect until you set sail to another island)—**Black, B, Right Thumbstick, Left Thumbstick, A, X, Right Thumbstick, BACK, White, Y**
Invincible while controlling Katarina—**A, Y, Left Thumbstick, B, Right Thumbstick, BACK, Right Thumbstick, White, Black, X**
Obtain all Chest Keys—**Y, BACK, A, X, Right Thumbstick, White, Left Thumbstick, Black, B, Left Thumbstick**
Obtain next Sword power-up—**Right Thumbstick, BACK, Black, Left Thumbstick, X, A, White, Y, Left Thumbstick, B**
Obtain 1,000,000 Gold Doubloons—**B, Right Thumbstick, White, X, A, Right Thumbstick, BACK, Left Thumbstick, Y, Black**
Infinite supply of items upon pickup—**B, White, BACK, Black, Right Thumbstick, Left Thumbstick, X, A, Right Thumbstick, Y**
Buried treasure chests will be marked on the map as green Xs—**Y, A, X, B, White, BACK, Left Thumbstick, Black, Left Thumbstick, Right Thumbstick**
All other treasure chests marked on map—**Right Thumbstick, A, B, Left Thumbstick, Y, White, BACK, Left Thumbstick, X, Black**

PRISONER OF WAR

Secret Passwords

Enter any of the following codes at the "Passwords" screen

F A R L E Y M Y D O G—Unlock everything in the Secrets menu
G E R I E N G S—Unlock all chapters
A L L T I M E S—Be informed of all events in the day

RALLISPORT CHALLENGE

Secret Codes

At the main menu, select "Start Game," then select "Create new profile." Next, enter any of the following codes as your profile name. You won't receive any special confirmation, but you will see the corresponding items unlocked as you progress through the menus

W h e e l T o W h e e l—Unlock Expert level events and cars
T h e G o o d S t u f f—Unlock Classic level events and cars
G e r o n i m o—Unlock Unlimited level cars and downhill events
T h e L o n g H a u l—Unlock Unlimited level cars and endurance events

RED FACTION II

Unlock Everything

Choose "Extras" from the main menu and access the "Cheats" option. Press **White, White X, X, Y, Black, Y, Black** to unlock everything. After entering this code, you can then each specific cheat on or off

REIGN OF FIRE

Skip Level

At any time during gameplay, press **START** to pause, then press **X, Black, Y, Black, X, White, Y, START**. You'll automatically skip to the next level

Invincibility

At any time during gameplay, press **START** to pause, then press **White, X, Y, Black, X, Y, Black**. You won't see or hear any special confirmation, but the effects will take place immediately after you return to the game

ROBOTECH: BATTLECRY

Secret Passwords

At the main menu, select "New Game." At the next menu, hold **Left Trigger + Right Trigger** and press **Left, Up, Down, A, Right, B, START**. A special password entry screen will appear where you can enter any of the following codes

W E W L L W I N—Unlock all missions
M U L T I M A Y H E M—Unlock all multiplayer missions
S U P E R M E C H—Invincibility
M I S S M A C R O S S—Unlock all Veritech designs
W H E R E S M A X—Unlock all Veritechs and awards
B A C K S T A B B E R—One-shot kills
S N I P E R—One-shot Sniper kills
S P A C E F O L D—Faster gunpod ammo refresh
M A R S B A S E—Faster missile refresh
M I R I Y A—Faster weapon refresh

ROCKY

Secret Codes

Enter any of the following codes at the main menu. You'll hear a special sound effect after entering a correct code

Unlock all boxers and arenas—Hold **Right Trigger** and press **Up, Down, Down, Left, Left, Left Trigger**
Boxers punch harder—Hold **Right Trigger** and press **Right, Down, Left, Up, Left, Left Trigger**
Boxers move faster—Hold **Right Trigger** and press **Down, Left, Down, Up, Right, Left Trigger**

ROGUE OPS

Cheat Codes

At any time during gameplay, press **START** and enter the following codes while the game is paused. Note: Not all of the codes will work in all stages

Half damage—**X, X, Y, Y, Left, Left, Right, Right, Y, Y, X, X**
Enemy bullets cause no damage—**Left, Right, Right, Left, X, Y, Y, X**
Invincibility—**Left, Right, Right, Left, Left, Right, Right, Left, Left, Right, Right, Left, X, X**
Infinite ammo—**X, Y, X, Y, X, Y, X, Y, Left, Y, X, Y, X, Y, X, Y, X**
One shot kills—**Y, Left, Right, Right, Left, Y, Black, White, Y, X, X**
Unlimited Fly Cam—**Left, Left, Right, Right, White, White, Black, Black, X, X, Y, Y**
Unlimited TOC—**Y, Y, X, X, Left, Right, Right, Left, Black, White, Black**
M7 shoots Frag Grenades—**Black, White, Right, Right, Left, Left, Right, Right, White Black, X, Y**
Crossbow shoots Frag Grenades—**Left, Right, Right, Left, X, Y, Black, White, X, Y, Left, Right**
M7 shoots Rockets—**X, Left, Right, Black, White, Right, X, White, White, Black, Left, Left**
Crossbow shoots Rockets—**Right, Right, Left, Left, Black, Black, White, White, Y, Y, X, X**
Big weapons for Nikki—**X, X, X, X, Y, Y, Y, Y**
All enemies become skeletons—**Left, Left, Right, Left, Right, Left, Right, Right, Right**
All character models have big feet—**Right, Right, Right, Left, Right, Left, Right, Left, Left, Left**
Skip the current scene—**Black, X, Black, Y, Black, Left, Black, Right, Black, White, White, X, White, Y, White, Left, White, Right, X**

SCOOBY-DOO! NIGHT OF 100 FRIGHTS

Cheat Codes

At any time during the game, press the **START** button to pause, then enter any of the following codes. The codes must be entered quickly or they may not work

All Power-ups—**Hold Left Trigger + Right Trigger** and press **B, X, B, X, B, X, X, X, B, B, X, B, B, B**
Unlock Cinematics in Credits—**Hold Left Trigger + Right Trigger** and press **X, B, B, X, B, X**
Unlock All Warp Gates—**Hold Left Trigger + Right Trigger** and press **X, X, B, X, X, B, X, B, B, B**
Unlock Monster Gallery Movies—**Hold Left Trigger + Right Trigger** and press **X, X, X, B, B, B, X, B, X**

SEABLADE

Cheat Codes

Press **START** to pause the game at any time during gameplay, then enter any of the following codes at the pause screen

Invincibility—**Right Trigger, Y, Left Trigger, X, X, Right Trigger** (your health meter will deplete, but you won't die when it runs out)
Unlock all missions—**X, Y, Left Trigger, X, Right Trigger, Right Trigger** (after entering this code, exit the game, then continue your Single Player game, highlight "Launch Mission" and move the cursor to the right to reveal Missions 1-39)

SECRET WEAPONS OVER NORMANDY

Cheat List
Enter the following codes at the title screen. After you hear the sound confirmation for correct entry for each code, select New Game
Invincibility—**Up, Down, Left, Right, Left, Left, Right, Right, Left Trigger, Left Trigger, Right Trigger, Right Trigger, White, Black**
Unlimited ammunition—**Up, Right, Down, Left, Up, Right, Down, Left, Left Trigger, Right Trigger**
Unlock all Instant Action environments—**Left, Right, Up, Down, Left, Right, Left Trigger, Right Trigger, Left Trigger, Right Trigger**
Big head—**Right, Up, Left, Down, Right, Up, Left, Down, Right, Left Trigger, Right Trigger, Left Trigger, Right Trigger**

SEGA SOCCER SLAM

Secret Codes
Enter any of the following codes at the main title screen (when the words "Press Start" appear). Entering the same code again will disable the code
Unlock all stadiums—**Up, Up, Up, Up, X, X**
Big hits—**Left Trigger, Right Trigger, Up, Up, X, Y**
Max. Power—**Left Trigger, Right Trigger, Left, Right, Y, Y**
Infinite Turbo—**Left Trigger, Right Trigger, Right, Up, X, X**
Infinite Spotlights—**Left Trigger, Right Trigger, Down, Right, Y, X**
All items—**Left, X, Left, X, Left**
Big heads—**Right Trigger, Left Trigger, Up, Up, Y, Y**

SERIOUS SAM

Cheat Mode
At the main menu, push the **Left Thumbstick** and hold it in while pressing **Black, White, Y**
A new menu item, "Cheats," will immediately appear

THE SIMPSONS: HIT & RUN

Cheat Codes
Choose "Options" from the main menu, then hold the **Left Trigger** and **Right Trigger** at the options menu and enter any of the following codes. A beeping horn will confirm correct code entry. You can also enter these codes during a game by selecting "Options" from the pause menu, but you won't hear a confirmation sound
Invincibility—**Y, A, Y, A**
Unlimited top speed—**X, X, X, X**
Fast acceleration—**Y, Y, Y, Y**
Press horn to make vehicle jump—**X, X, X, Y**
Destroy vehicles with one hit—**Y, Y, X, X**
Enable speedometer—**Y, Y, B, X**
Replace secret vehicle in each mission with Red Brick Car—**B, B, Y, X**
Play Kang & Kodos dialogue during credits—**A, X, X, Y** (choose "View Credits" from the Options menu)
Show graphic wireframes—**B, A, B, Y**
Extra camera angles—**B, B, B, A**
With the "extra camera angles" code in place, choose "Settings" from the In-game Options menu; two additional camera settings will be available while you're on foot, with six new camera settings while you're in a vehicle. If you choose the "Debug Camera," you can use Controller 2 to set the camera anywhere you wish. **The Left Thumbstick** aims the camera, but if you click the **Left Thumbstick** by pushing it into the controller, you can also use it to move the camera's position

SOLDIER OF FORTUNE II: DOUBLE HELIX

Cheat Codes
At any time during gameplay, press in the **Left Thumbstick** and enter any of the following codes while holding it down. Note that the codes will not work when using the Xbox Live service
God mode on—**B, A, Y, X**
Give all cheat (all weapons)—**X, Y, A, B**
Infinite ammo—**Black, A, Y, White**
Level select—**Black, B, A, White**

SONIC HEROES

Metal Teams
Select "2P Play" from the main menu, choose a game and select any team. At the stage-select screen, select a stage with the **A** button, then immediately press and hold **A + Y** while the game loads. When the game starts, your team will consist of metal versions of the characters you chose

SPIDER-MAN

Secret Codes
From the main menu, select "Specials," then select "Cheats" and enter any of the following codes. You'll hear the Green Goblin laugh each time you enter a correct code.
KOALA—All "Combat Controls" enabled
IMIARMAS—Unlock all stages in "Level Warp"
HEADEXPLODY—Unlock "Pinhead Bowling" in Training menu
ARACHNID—Unlock all of the above + all "Gallery" items
ORGANICWEBBING—Unlimited web fluid
CHILLOUT—Glider never overheats (when playing as Green Goblin)
ROMITAS—Unlock "Next Level" option at the Paused menu
DODGETHIS—"Matrix" mode
SPIDERBYTE—Tiny Spidey
UNDERTHEMASK—First-person view

SPONGEBOB SQUAREPANTS BATTLE FOR BIKINI BOTTOM

Cheat Codes
At any time during the game, press the **START** button to pause, then hold **Left Trigger + Right Trigger** and enter any of the following codes. Note: The codes must be entered quickly or they won't register
Restore health—**X, X, X, X, Y, X, Y, X, Y, Y, Y, Y**
1,000 Shiny Objects—**Y, X, X, Y, Y, X, X, Y**
10 Spatulas—**X, Y, Y, X, X, Y, Y, X**
Bubble Bowl power-up—**X, Y, X, Y, X, X, Y, Y**
Cruise Bubble Bowl power-up—**Y, X, Y, X, Y, Y, X, X**
Cruise control for Cruise Bubble—**X, X, X, Y, Y, Y, X, X, Y, Y, X, Y**
Always Sharpnel Bob death animation—**X, X, X, Y, Y, X, Y, X, X, X, Y**
Unlock all monsters in Monster Gallery (in Police Station)—**X, Y, X, Y, Y, X, Y, X**
Unlock Art Gallery (in Theatre)—**Y, X, Y, X, X, Y, X, Y**
Increase Shiny Object values—**Y, X, Y, X, X, Y, X, X, X, Y, Y, Y, Y, X, X, Y**
Enemies become faster and smarter—**X, X, X, Y, Y, X, X, X, Y, X, Y, Y, Y, X, Y, Y**
Villagers cheer when you do tricks—**Y, Y, Y, Y, X, Y, X**
Stand near villagers to acquire health—**Y, Y, Y, Y, Y, X, X, X, Y, Y**
Villagers take Shiny Objects when near—**Y, Y, Y, Y, Y, X, X, Y, Y, X, X**
Hit villagers to acquire Shiny Objects—**Y, Y, Y, Y, X, Y, Y, X, X, Y, X, Y**
Big Plankton—**Y, Y, Y, Y, X, Y, Y, X, Y, X, X, X, X**
Small villagers—**Y, Y, Y, Y, Y, X, Y, X, Y, X, Y, X, Y, X**
Small co-stars—**Y, Y, Y, Y, X, Y, Y, X, Y, Y, Y, Y, Y**
Spongebob has no pants—**X, X, X, X, Y, X, X, Y, X, Y, Y, X**
Invert up/down camera controls—**Y, X, X, X, X, X, X, Y**
Invert left/right camera controls—**Y, Y, X, X, X, X, Y**

STAR WARS: THE CLONE WARS

Cheat Codes
Select "Bonuses" from the Options menu, then select "Codes" and enter any of the following cheats.
NOHONOR—Unlimited ammo
LETSDANCE—All multiplayer maps
ALITTLEHELP—Three bonus objectives
IGIVEUP—All bonus menu items
GOTPOPCORN—All cutscenes
YOURMASTER—Team photos

STARSKY & HUTCH

Cheat Code
When creating a new profile, enter the name "VADKRAM" on your license plate to unlock all seasons and episodes in Story Mode as well as all Free Roam areas, TV Specials and Locker features.

SUPERMAN: THE MAN OF STEEL

Cheat Codes
At any time during the game, press **START** to pause and enter any of the following codes quickly. If you're fast enough, you'll hear the sound of an explosion to confirm each code
Unlock all levels and bonus items in Single Mission mode—**Right Trigger, Black, Y, Black, Left Trigger, White**
Unlimited health—**Black, White, Left Trigger, X, Left Trigger, White**
X-Ray graphics—**Left Trigger, Left Trigger, Right Trigger, Left Trigger, Y, X, White, Black, White**
Freeze all movement—**Right Trigger, Left Trigger, Black, White, Left Trigger, Y, Black, Right Trigger, White**

TERMINATOR 3: RISE OF THE MACHINES

Cheat Codes
Choose "Options" from the main menu, then select "Cheats" and enter any of the following codes
YXBBAABX—Invincibility
XAYYYAXB—Unlimited ammunition
YBABAXYX—All weapons (present)
AAAXBXBB—All weapons (future)
XYYXBAAB—Unlock all levels
BBBAXYXY—Unlock all exclusive movies
BBBXBYBB—Unlock all in-game movies
ABABXBYB—Unlock all stills
BBBXBAYA—Unlimited continues
BBXXXBAY—T-X has 50% less HP in every fight
BYA_____—Terminator has 50% less HP in every fight
BXXXBAYA—T-X has 50% more HP in every fight
AYA_____—Terminator has 50% more HP in every fight
ABBBXYAB—Unlock *Missile Command* in Special Features menu
ABBBXYB A—Unlock *Centipede* in Special Features menu
ABBBXYBX—Show *73* development team at loading screen

TOM CLANCY'S SPLINTER CELL

Level Select
Enter !LAMAUDITE!! at the name entry screen; you'll begin the game with all levels unlocked

TONY HAWK'S UNDERGROUND

Cheat Codes
Choose "Options" from the main menu, then select "Cheat Codes" and enter any of the following codes. After entering a code, start a game, then pause and select "Cheats" from the in-game Options menu to toggle the code on or off.
getitup—Moon gravity
keepitsteady—Perfect manual
letitslide—Perfect rail

TOXIC GRIND

Cheat Codes
At the main menu, hold **Left Trigger + Right Trigger** and enter any of the following codes. You'll hear a special sound effect after entering each code correctly
Unlock all levels—**Down, Up, Left, Left, Up, Right, Right, Left Thumbstick**
Unlock all characters—**Left, Up, Down, Right, Up, Down, Up, Right, Left Thumbstick**
Unlock all bikes—**Down, Up, Right, Right, Right, Right, Right, Left Thumbstick**
Unlock all music—**Right, Right, Right, Right, Right, Right, Up, Down, Left Thumbstick**
Unlock all movies—**Right, Up, Down, Down, Up, Right, Down, Down, Left Thumbstick**

TRANSWORLD SNOWBOARDING

Cheat Codes
Enter any of the following codes at the "Cheats" screen within the Options menu
JORMA—Unlock all boards for each character
ELOKUAT—Unlock all Reward videos
PUKEA—Unlock alternate outfits for each character

TRUE CRIME: STREETS OF L.A.

Unlock All Upgrades
During gameplay, press **START** to pause and enter the City Map screen (you must be outside). Press **Up, Right, Down, Left, Up, A**. You will hear a confirmation sound if entered correctly. All cars, driving maneuvers, guns, gun upgrades, attacks and grapples will be unlocked. Note that all Bonus Missions will be unavailable after entering the code
Change Car Mass
While driving, press **START** to pause and enter the City Map screen. Enter the following codes to either decrease or increase the car's mass. You will hear a confirmation sound if entered correctly
Decrease car mass—**Down, Down, Down, A**
Increase car mass—**Up, Up, Up, A**
Unlock Snoop Dogg Missions
During gameplay, press **START** to pause and enter the City Map screen (you must be outside). Press **Right Trigger, Left Trigger, Up, Right, Left, Down, Left Thumbstick, Right Thumbstick, A, X**. You will hear a confirmation sound if entered correctly. Save and exit out of the game. Load the saved game and enter the Mission select screen. Select the Snoop Dogg missions by choosing the Snoop Dogg head icon
Play as Different Characters
Select New Game at the main menu. Enter the following codes at the license plate screen to play as different characters from the game. You must hold down **L + R** when selecting "OK" to make the code work. You will hear a confirmation sound if entered correctly.
ROSA—Rosie Velasquez
HURT_M3—Rose in lingerie
FATT—George
B1G1—Chief Wanda Parks
FUZZ—Officer Johnson
B00Z—Bum
SWAT—SWAT
M1K3—Commando
1FAN—Gangster
PHAM—Butcher
MNKY—Thug
B00B—Punker girl
MRFU—Asian gangster
HARA—Asian worker
TATS—Tattoo lady
P1MP—Pimp
BRUZ—Boxer
HAWG—Biker
JASS—Donkey
J1MM—Zombie

TY THE TASMANIAN TIGER

Secret Codes
Enter any of the following codes at any time during gameplay
All items are marked with vertical lines—**White, Black, White, Black, Y, Y, B, X, X, B, Right Trigger, Right Trigger**
Obtain Kaboomarang, Doomarang, Megarang, Zoomerang, Infrarang, Multirang and Chronorang—**White, Black, White, Black, Y, Y, Y, X, Y, X**
Obtain Frostyrang, Flamerang, Zappyrang and Aquarang—**White, Black, White, Black, Y, Y, X, X, Y, X**

WAKEBOARDING UNLEASHED FEATURING SHAUN MURRAY

Cheat Codes
Enter any of the following codes quickly at the main menu. If you're not fast enough, they won't register
Unlock secret characters—Rotate the right analog stick 15 times clockwise or counter-clockwise
Unlock all levels—**X, X, X, X, B, B, B, B, Y, Y, Y, Y, B, B, Y**
Unlock each rider's 2nd and 3rd boards—**Up, Up, Left, Left, Right, Right, Down, Down, Up, Left, Right, Down, Up, Left, Right, Down**
Master code (unlock everything + perfect balance)—**Up, Down, Up, Down, Up, Down, Up, Down, Up, Down, Left, Right, Left, Right, Left, Right, Left, Right, Left, Right**

WORLD RACING

Unlock Everything
Start a new game in Career mode, choose the "Name" option at the Create Profile menu and enter "ALLUCANGET" as your name. You'll start at status level 10 with all of the cars, missions and championships unlocked.
Free Camera Mode
At any time during the game, press and hold **Left Trigger + Right Trigger + White + Black** simultaneously to activate a free-roaming camera option. While in Free Camera mode, the following controls can be used
Rotate camera around center point—Right Thumbstick
Zoom in/out—D-pad **Down** + Right Thumbstick **Up** or **Down**
Move camera vertically/horizontally—D-pad **Left** + Right Thumbstick **Up/Down/Left/Right**
Move camera around itself—D-pad **Up** + Right Thumbstick **Up/Down/Left/Right**
Drop car at camera point—**White**
Return to game—**A** or **START**

X2: WOLVERINE'S REVENGE

Cheat Codes
Enter the following codes at the main menu
Unlock "Cheats" option at the Paused menu—**X, X, Left Trigger, Left Trigger, Left Trigger, Left Trigger, X, X, Left Trigger**
Level Select/Unlock Challenges—**X, Left Trigger, X, Left Trigger, X, Left Trigger, Left Trigger, Right Trigger**
Unlock all costumes—**X, Left Trigger, X, Left Trigger, X, X, Left Trigger, Right Trigger**
Unlock all Cerebro files and movies—**X, Left Trigger, X, Left Trigger, X, X, Right Trigger, Left Trigger**

PlayStation tips

DDT RACING

Secret Vehicle

At the title screen, press **L1**, **R1**, △, ○, X. You'll hear a laughing sound effect after entering it correctly. Now you can choose the Aston Martin Vantage in Two-Player mode. You must input this sequence very quickly for the game to recognize it.

In Game Cheat Requirements

Below you can find some requirements on how to unlock the cheats that can be accessed within the "Cheats" menu under the main menu.

"Gimme a Brake" Mission—Knock out all 11 fire hydrants and complete the mission.

"Ambush" Mission—Compete the mission with at least 85% health intact.

"Survive the Jungle" Mission—Disable all three tanks and complete the mission.

"Air Strike" Mission—Don't enter any tents that don't contain power-ups and complete the mission.

"Escape" Mission—Complete the mission with 100% score.

"Break Out" Mission—Complete the mission with 100% health intact.

"River Race" Mission—Collect all Nitro and TSP-6060 items and complete the mission.

"Download" Mission—Compete the mission with a perfect score.

"Submerged" Mission—Compete the mission with 100% health.

AKUJI THE HEARTLESS

Debug Menu

Pause the game, then hold **L2** or **R2** and press **Left**, **Up**, **Up**, △, **Right**, ○, **Left**, △, **Up**, **Down**, **Right**, **Right**. This gives you access to the level select menu.

Invincibility

Pause the game, then hold **L2** or **R2** and press **Right**, **Right**, **Left**, △, X, **Up**, ○, **Left**.

Unlimited Voodoo Spells

After earning a Voodoo Spell, pause the game, then hold **L2** or **R2** and press **Left**, △, **Left**, **Left**, ○, **Left**, △, **Right**, ○, **Up**, **Up**, **Down**.

ALIEN: RESURRECTION

Secret Codes

Enter any of the following codes at the main menu. You'll hear a special sound effect after entering a correct code. For both codes, the new menu items will appear within the "Options" menu.

Unlock "Cheat Menu" menu item—○, **Left**, **Right**, ○, **Up**, **R2**

Unlock "Research" menu item—□, **Up**, **Down**, ○, **Left**, **R1**

ARMY MEN: SARGE'S HEROES 2

Invincibility

At any point during gameplay, press **START** to pause the game, then press □, ○, **L1**, **R1**. Next, press **START** to unpause. If you entered the code correctly, the words "Invincible!" will appear on the screen.

All Weapons & Lots of Ammo

At any point during gameplay, press **START** to pause the game, then press □, ○, **R1**, **L1**. Next, press **START** to unpause. If you entered the code correctly, the words "Power Up!" will appear on the screen.

ATV RACERS

Cheat Codes

Choose "Options" from the main menu, then enter any of the following codes at the Options screen.

Unlock all characters—**Left**, **Right**, **L1**, **R2**, **R1**, **L2**, ○, □

Unlock all cups and courses—**L1**, **L2**, **R2**, **R1**, **Left**, **Right**, □, ○

BATTLE HUNTER

Secret Characters

At the main menu, select the Office icon, then select the Registration icon. Next, enter any of the following names to create a secret character.

SHUICHI

VIKEIF

BLADE

Unlock Secret Cheats

Enter any of the following codes at the main menu. You'll hear a special sound effect upon entering a correct code. Then, in the middle of gameplay, press **START** to pause and select "Cheat Menu" from the pause screen. From here you'll be able to toggle on and off all the cheats that you've unlocked.

Unlock Infinite Weapons—**Down**, **Right**, **Up**, **Left**, **L2**, **L1**, **R2**, **R1**

Unlock Infinite Health—**Left**, **Left**, **Left**, **Right**, **L2**, **L1**, **R2**, **R1**

Unlock All Items—**Right**, **Left**, **Up**, **Down**, **L2**, **L2**, **R2**, **R2**

BOMBERMAN WORLD

Secret Passwords

Choose "Game Mode" at the main menu, then select "Normal Game" and access the "Password" option. Now enter any of the following codes to unlock special features:

3 6 3 6—Unlocks two extra stages in Battle Game mode

1 6 2 2—With this code in place, enter a Battle Game and choose Stage 1 (Standard) to play with all of the blocks removed

6 8 3 3—With this code in place, enter a Battle Game and choose Stage 1 (Standard) to start with all of the characters in the middle of the screen instead of at the outside edges

BRAVO AIR RACE

Secret Vehicles

At the main title screen menu, hold **R1** + **L2** on Controller 2 and rapidly tap the **SELECT** button (also on Controller 2) 20 times. you'll hear a signal to confirm the code. Now you'll find two new planes at the "Airplane Select" screen: an F-16 and a stealth fighter.

BUGS BUNNY: LOST IN TIME

Unlock All Stages

At the "Era Selector," point Bugs to an Era that is currently inaccessible. Hold **L2** + **R1** and press X, ○, **R2**, **L1**, ○, X, □, △, □. You'll then be able to enter any stage.

C-12 FINAL RESISTANCE

Cheat Codes

At any time during the game, press the **START** button to pause, then enter any of the following codes:

Invincibility—Hold **L2** and press **Up**, **Left**, **Down**, **Right**, △, ○, X, □

All weapons—Hold **L2** and press **Up**, **Left**, **Right**, **Down**, △, ○, X

Unlock all weapons' secondary attacks—Hold **L2** and press **Up**, **Down**, **Left**, **Right**, △, X, □

Infinite ammo—Hold **L2** and press **Down**, **Left**, **Right**, X, □

Collect shield—Hold **L2** and press **Up**, **Left**, **Right**, △, □, ○

Stealth mode—Hold **L2** and press X, X, □, △, △, ○, ○, X, X

CENTIPEDE

Unlock All Stages

Choose "Adventure" from the main menu. When the stage select screen appears, press **R1**, **R1**, **R2**, **R1**, now you can choose any stage.

Extra Lives

Start a game in Adventure mode, then press **START** to pause. At the pause screen, press **L1**, **L1**, **L2**, **L1**, you'll hear a signal to confirm. Now you can increase the number of lives you have in reserve at any time by pressing **Right** on the D-pad at the "Paused" screen.

COMMAND & CONQUER

Japanese Mode

Enter "GODZILLA" at the password screen and begin the game. The characters will all speak in Japanese.

Power-Up Codes

At any time during the game, press **START** to pause, then enter one of the following codes. When you press **START** again to unpause, you will have access to the feature you requested as follows:

Ion Cannon—**Right**, **Down**, **Left**, **Left**, **Down**, **Right**, **Right**, **Down**, **Left**, X, ○

Air Strike—**Right**, **Down**, **Left**, **Left**, **Down**, **Right**, **Right**, **Down**, **Left**, X, ○

Extra $5,000—**Right**, **Down**, **Down**, **Left**, **L1**, **Left**, **Right**, **Down**, **Left**

Reveal Entire Map—○, ○, ○, **Up**, ○, □, **R1**, ○

Access Covert Operations

Choose "Enter Password" from the main menu and input the password "COVERTOPS". When you return to the main menu, you'll find a new option called "Covert Operations". The Covert Operations missions are different depending on which disc you have in the PlayStation when you enter this code, so remember to try them both.

COMMAND & CONQUER: RED ALERT

Cheat Codes

Each of the following cheat codes can be entered as follows: Access the sidebar menu, then highlight the symbols in the order shown and press the Cancel button (○ in the default control configuration) at each one. For example, to enter the "Parabombs" code, press △ to access the sidebar, then highlight the □ symbol, press the ○ button, highlight the X symbol, press the ○ button, highlight the ○ symbol, etc.

Invulnerability—□, X, □, X

1,000 Credits—X, X, □

Atom Bomb—○, X, □, X

Chronoshift—□, ○, △, X

Parabomb—X, X, X, ○

Reveal Entire Map—△, □, X, X

Win Current Level—○, X, ○, □, □, X

Lose Current Level—○, X, ○, □, □, X

"Soylent Green mode" (harvest people instead of ore)—□, X, □, X, □, X

Replace generic "civilians" with real names—□, X, □, X, □, X

Reveal Entire Map—□, □, □, X

Win Current Level—X, □, □, □

COMMAND & CONQUER: RED ALERT RETALIATION

Cheat Codes

Each of the following cheat codes can be entered as follows: Access the sidebar menu, then highlight the symbols in the order shown and press the Cancel button (○ in the default control configuration) at each one. For example, to enter the "Parabombs" code, press △ to access the sidebar, then highlight the □ symbol, press the ○ button, highlight the X symbol, press the ○ button, highlight the ○ symbol, etc.

Invulnerability—□, X, □, X

1,000 Credits—X, X, □

Atom Bomb—○, X, □, X

Chronoshift—□, ○, △, X

Parabomb—X, X, X, ○

Reveal Entire Map—△, □, X, X

Win Current Level—○, X, ○, □, □, X

Lose Current Level—○, X, ○, □, □, X

"Soylent Green mode" (harvest people instead of ore)—□, X, □, X, □, X

Replace generic "civilians" with real names—□, X, □, X, □, X

DARKSTALKERS 3

Play as Soul Stealer

In Arcade mode, highlight the "?" box at the character select screen, press the **SELECT** button five times, then press any button. The computer will choose a character for you at random and you will see a giant shadow creature inhabit that character's body. If you win the fight, the shadow will steal the soul of your opponent and you will fight as that character in the next battle.

Play as Soul Stealer 2

In Arcade mode, highlight the "?" box at the character select screen, press the **SELECT** button seven times, then press any button. If you're playing against the computer a random fighter will be chosen for you before each battle and you will see a mysterious female character inhabit that fighter's body, also, you will always fight against the same character as the one you are controlling. If you're competing with another player, you will always fight as the same character that your opponent chooses.

Play as Night Warriors Talbain

At the character-select screen, highlight Talbain, hold the **SELECT** button and press all three Punch or all three Kick buttons simultaneously.

Play as Shin Bishamon

At the character select screen, highlight Bishamon, hold **SELECT** and press any button.

DORA THE EXPLORER: BARNYARD BUDDIES

Stage Select

Choose "Options" from the main menu, then press **L2**, **L1**, **R2**, **R1** at the options menu. A stage-select option will appear.

DRAGON BALL Z: ULTIMATE BATTLE 22

Unlock All Characters

At the main title screen, quickly press **Up**, △, **Down**, X, **Left**, **L1**, **Right**, **R1**. If you've entered

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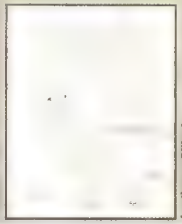


by Jimmy Biljani, South Plainfield, NJ

the code correctly, you'll hear a chime and another video sequence will begin, followed by a new title screen that says "*Dragon Ball Z: Ultimate Battle 27*." Now all of the secret characters have been unlocked

EQUESTRIAN SHOWCASE
Cheat Codes
Choose "Options" from the main menu, then select "Cheats" and enter any of the following codes
GENIE_IN A BOTTLE—Unlock all difficulty levels, events, locations, horses and special weather options
TUDOR PARK REGIME—All horses have max stats
PHAR_LAP—Horse's stamina meter always full
MR HAPPY—No dressage failures
TANTALUS BIG_AIR—Rider flies much farther during falls
KANAHOOKA—Tiny horses
ALVIN—High pitched sounds
HUMWAWA—Low pitched sounds
CHRISTMAS SNOW—Snow at menu screens
NEW_YEARS EVE—Fireworks at menu screens
EQ DEVTEAM—Show development team photo in the background of the "Credits" sequence

FELONY 11-79
Access All Cars & Tracks
At the main menu—the one that says "Start/Time Trial/Setting" etc., enter the following code *quickly* on Controller 2: Tap **L2** + **R1** + **R2**, then tap **R2**, then **L2**, then **R1** + △, you'll hear an explosion sound to confirm the code. Now start the game, you'll find that all four tracks are marked "Completed" and all of the secret vehicles are available

FORSAKEN
Secret Cheat Menu
At the main menu, highlight "Options" and press **Left**, **Right**, **Left**, **Right**. Next, press X to access the Global Options menu; you'll find a new item called "Cheat Options" at the bottom. At the Cheat Options menu you can grant yourself all weapons, become invincible, stop your enemies from firing and even skip to any stage

GHOST IN THE SHELL
Stage Select
At the main menu, press **R2**, **R1**, ↓, ↑, **Up**, **Down**, ←, →, **R2**, **R2**, you'll hear a sound to confirm the code. Now choose "Mission Start", a stage-select menu will appear. With this code in place, you can also view all of the game's movie sequences by choosing "Movie Replay" at the Options menu

GUBBLE
Cheat Code
At the title screen—while the words "Press Start Button" are flashing—press △, **Up**, ↓, **Right**, X, **Down**, ↑, **Left**; you'll hear Gubble make a noise to confirm the code. Now start a game. When the map screen appears, press **R2** to remove all the obstacles, allowing you to access any stage. During gameplay, press **R1** to instantly clear the current stage

GUNFIGHTER: THE LEGEND OF JESSE JAMES
Cheat Menu
Note: You must have an analog or Dual Shock controller to enter this code. At the main menu, press the **L3** button (push the left analog stick into the controller) and continue to hold it down. After three seconds, a small box will drop from the top of the screen. While continuing to hold **L3**, press △, X, ↑, O, O, ↓, △, X, a message will appear to confirm the code. Now start a game in any mode, press **START** to pause and select "Options" from the pause menu. You'll find a new option called "Developer Cheats" which allows you to turn on various cheats and unlock all of the levels.

HOOTERS ROAD TRIP
Cheat Codes
Choose "Map" from the main menu. When the map appears, enter either of the following codes
Unlock all vehicles—**Up**, **Down**, **Left**, **Right**, **R1**, **L2**, **L1**, **R2**
Unlock all tracks—**R2**, **L1**, **R1**, **L2**, **Left**, **Up**, **Down**, **Right**

INUYASHA
Cheat Codes
Enter any of the following codes at the main menu screen
Unlock all characters except Totosa—**Up**, **Right**, **Down**, **Left**, **Up**, **Right**, **Down**, **Left**
Unlock Totosai—Hold **R2** and press **Up**, **Up**, **Down**, **Down**, **Left**, **Left**, **Right**, **Right**, **Up**, **Left**, **Down**, **Right**, **Up**, **Left**, **Down**, **Right**
Unlock Demon Inuyasha—Press **Up**, **Up**, **L1**, **L1**, **Down**, **Down**, **R1**, **R1**, **Up**, **Up**, **L1**, **L1**, **Down**, **Down**, **R1**, **R1** (Note: Demon Inuyasha is not available in Feudal Fairy Tale mode)
Secret Message
If you hold the **R1** button before the title screen appears, you'll hear a secret message in Japanese after the name of the game is spoken. The secret message will be different depending on which character announces the title

THE ITALIAN JOB
Secret Codes
Enter any of the following codes at the main menu screen
Unlock all Italian Job missions—O, O, △, ↓, ↑
Unlock all Destructor missions—△, ↓, ↑, △, ↑, ↓, △, O, O, O
Unlock all Checkpoint missions—O, ↓, △, ↓, △, ↑, △, ↓, O
Unlock all Challenge missions—↑, ↓, △, O, O, ←, △, O
Unlock vehicles and Turin stage in Free Ride—↑, △, ↓, O, O, O, △, O
Unlock all missions—△, △, O, △, O, △, ↑, △, ←, △

JACKIE CHAN STUNTMASTER
Unlock All Levels
At the main title screen—while the words "PRESS START button" are flashing—press **L2**, ←, △, O, X, **R2**, **R2**, you'll hear a gong to confirm the code. Now all of the stages are unlocked except the Shaolin Temple
All Dragons Collected
At the main title screen—while the words "PRESS START button" are flashing—press **L1**, **R2**, **L2**, **R2**, ↑, X, X, you'll hear a gong to confirm the code. Now all of the levels—including the secret Shaolin Temple—are unlocked and Jackie appears in his *Drunken Master* costume
Secret Video
At the main title screen—while the words "PRESS START button" are flashing—press **Left**, **Right**, **R1**, O, ↓, △, △; the words "Bonus Movie PRESS X" will appear. Press X to watch the behind-the-scenes movie that you ordinarily don't get to see unless you beat the Shaolin Temple stage

K-1 THE ARENA FIGHTERS
Secret Character
Choose "Team Battle" from the main menu. When the character-select screen appears, press **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, **START**. You'll hear the crowd cheer and Mastar Ishii will appear as a selectable character on the right side of the screen
Infinite Stamina
At the title screen, wait for the words "Push Start" to begin flashing, then quickly press **Up**, **Right**, **Down**, **Left**, **Up**, **Right**, **Down**, **Left**, **SELECT**. You should hear a small explosion to confirm the code, if you don't hear it, keep trying. Once the code is in place, start a match in any game mode and you'll find that your stamina will never go down—but neither will your opponents'
Strength Adjust
During a match, press **START** to pause, then press **L2**, **R1**, **L1**, **R1**, **L2**, **R1** while paused. A number "5" will appear above each fighter's name. This number represents your fighter's attack power; press **Up** or **Down** to change it to any number from 1 (weak) to 9 (very powerful.) Use Controller 2 to change your opponent's attack power
Alternate Costumes
At the title screen, hold **L1** + **R1** and listen carefully until you hear three chimes followed by a higher-pitched chime. Now three of the game's fighters have different costumes: Musashi and Andy Hug have martial arts Gi outfits and Sam Greco has long pants.
See the Ending
Turn the PlayStation on with the *K-1* disc inside and hold **L1** + **L2** + △ + O + **Left** on both controllers while the game loads. Continue to hold all of the buttons down until the demo begins, instead of the normal introduction, you'll see the video from the game's ending, complete with credits

KISS PINBALL
Music Trick
If you press the **OPEN** button on your PlayStation during the game, you'll be prompted to insert a music CD. Go ahead and stick in a copy of *Destroyer, (Music From) The Elder* or any other music CD; you'll be able to listen to your own tunes while you play instead of the generic rock from the game disc. Press **L2** to skip ahead to the next track on the CD, or press **R2** to skip back

LARGO WINCH.//COMMANDO SAR
Cheat Code
At the main menu, press **SELECT**, ↓, ↑, O, O, △, ↓, △, △, O. A cheat menu will appear with "Invisible" and "Silent" options, turn them on and the game's enemy characters will not see or hear you. Select "Continue" to access a stage-select menu (press **Left** or **Right** to choose any stage)

MARBLE MASTER
Cheat Code
Choose "Single Player" from the main menu, then select the "Enter Code" option and enter the code "U n i c o r n" to unlock all of the missions in Mission mode. Note that this code uses the smaller letters except for the large "U."

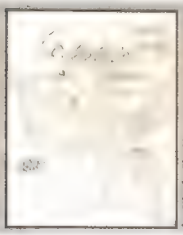
MEGA MAN X5
Start With Ultimate Armor
At the main menu, select "Game Start." At the player select screen, move the cursor to Mega Man X, then press **Up** twice, then **Down** nine times. To play as Zero, move the cursor to him and instead press **Down** twice, then **Up** nine times. You'll hear a special sound effect after entering either code correctly. When you begin the game, the player you chose will be wearing the Ultimate Armor

MEGA MAN X6
Secret Codes
Use these codes to play as alternate versions of X or Zero. Note that you can only use one code at a time, for example, if you want to play as Nightmare Zero, you won't be able to use Ultimate Armor X in the same game
• Ultimate Armor X—Press **START** at the first title screen, then press **Left**, **Left**, **Left**, **Right** at the Game Start/Continue/Option menu. You'll begin the game with X's Ultimate Armor, which is very much identical to the same Armor from *Mega Man X5*. It allows X to fire a super charged shot, hover in place and perform the Mega Crush attack at will.
• Nightmare Zero—Press **START** at the first title screen, then press **L1**, **L1**, **L1**, **R2** at the Game Start/Continue/Option menu. When you rescue Zero after defeating him in battle, you'll play as the Nightmare version of Zero instead of the normal version. Nightmare Zero has all of Zero's normal moves, but he is much more powerful

MIRACLE SPACE RACE
Cheat Codes
Choose "Options" from the main menu, then enter any of the following codes at the Options screen
Unlock all characters—**Left**, **Right**, **L1**, **R2**, **R1**, **L2**, ↓, ↑, O
Unlock all cups and courses—**L1**, **L2**, **R2**, **R1**, **Left**, **Right**, ↑, O

MTV'S CELEBRITY DEATHMATCH
Secret Codes
Choose "Credits" from the main menu, then enter either of the following codes while the credits are rolling
Unlock all characters—O + △, **Left**, **Left**, **Left**
Weapons appear more frequently—**R2**, **L2**, **R1**, **L1**
Secret Characters
If you hold **L1** + **R1** when choosing your fighter at the match-up screen, you'll play as one of the following secret characters.
Dave Connelly—Hold **L1** + **R1** and select Cleo
Chris Harvey—Hold **L1** + **R1** and select Frankenstein
Martin Jajam—Hold **L1** + **R1** and select Tommy Lee
Zeebo the Dummy—Hold **L1** + **R1** and select any character except Cleo, Frankenstein or Tommy Lee

NAMCO MUSEUM VOLUME 2
Mappy Stage Skip
Load the game *Mappy* and press the △ button to access the dipswitch screen. Highlight switch #5 in the "SW3" box and press X to turn it "on." Now start the game, you can skip stages at any time by holding **L1** + **R1** and pressing the X button.
Super Pac-Man Stage Skip
Load the game *Super Pac-Man* and press the △ button to access the dipswitch screen. Highlight switch #6 in the "SW3" box and press X to turn it "on." Now start the game. When the word "Ready!" appears on the screen just before the characters start to move at the beginning of any stage, quickly hold **L1** + **R1** + O and press **START**. The screen will flash just like it does when the stage is cleared and you'll advance to the next stage. Repeat the process for each stage to skip to any level
Galaxian Stage Select
Load the game *Galaxian* and press the △ button to access the dipswitch screen. Highlight switch #4 in the "SW3" box and press X to turn it "on." Now start the game. When the words "Parsec 1" appear on the screen, hold **L1** + **R1** + O and press **START**; a stage-select number will appear at the left side of the screen. Press **Up** or **Down** to change the number of the stage you'd like to warp to, then press **START** to begin at the stage you chose
Dragon Buster Stage Skip
Load the game *Dragon Buster* and press the △ button to access the dipswitch screen. Highlight switch #5 in the "SW2" box and press X to turn it "on." Now start the game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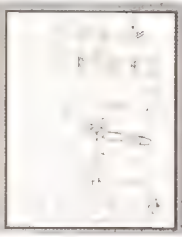
by Ryan Smith, Franklin, PA


by Rafael Chaira, Chandler, AZ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When the map screen appears, hold **L1** + **R1** + ○ and advance Clovis to either of the first two dungeons on the map. Instead of entering the dungeon, you'll be warped ahead to Round 2. You can continue to advance to higher rounds as long as you hold **L1** + **R1** + ○; when you reach the round you'd like to start on, just release the buttons and you'll be able to enter the dungeons normally.

NAMCO MUSEUM VOLUME 3

Pole Position II Secret Courses

Load the game *Pole Position II* and press the △ button to access the options window. Highlight "Test" and press X; then, when the test screen appears, press △ to open the test screen options window. Highlight "Dip Sw" and press X, then press **Up** to turn on switch #1 in the left box. Now press △ twice and choose "Game" with the X button. When the game loads, press △ to open the options window again. You'll find a new option called "Course"; highlight it and press X to turn it on (you'll hear a chime.) Now start the game and you'll find that the layout of all four courses has been changed; the "Test" course now has *no turns* at all. This code remains in effect until you shut the power off or return to the main *Museum* menu.

Galaxian Turbo Mode

Load the game *Galaxian*. When the demo sequence begins, press the **SELECT** button exactly 32 times to add credits. When the number of credits shown in the lower right corner of the screen is 32, press the **SELECT** button one more time and hold it down while pressing **START**. Now you're playing in Turbo Mode, in which the game speed is many times faster than the original. This code remains in effect until you shut the power off or return to the main *Museum* menu.

Galaxian Hard Mode

Play the game *Galaxian* until you clear Round 9. After you've done this, press the △ button during the demo sequence to access the options window. Choose "Option" and you'll find a new option called "Rank". This allows you to change the game from "Normal" to "Hard" mode.

Galaxian Psychidelic Mode

Play the game *Galaxian* until you have a high score of 30,000 points or more. Once you've done this, press the △ button during the demo sequence to access the options window. Highlight "Test" and press X; then, when the test screen appears, press △ to open the test screen options window. Highlight "Dip Sw" and press X, then highlight switch #6 and press **Up** to turn it on. (You can't change this switch unless your *Galaxian* high score is over 30,000.) Now start the game and you'll be playing in Psychidelic Mode, in which all moving objects leave trails of colored lights on the screen.

The Tower of Druaga Secret Area

While walking around inside the museum, hold the **L1** and **R1** buttons and press **Up, Right, Down, Left, Up, Right, Down, Left, Up, Right, Down, Left.** A pickaxe icon will appear in the lower left corner of the screen. Now enter the *Tower of Druaga* wing of the museum and walk forward until you face a brick wall. Press the action button to break open the wall, inside you'll see a 3-D animated sequence from *Druaga* and find another *Druaga* machine to play.

NAMCO MUSEUM VOLUME 4

Secret Video Scene

Turn on the PlayStation and hold **L1** + **R1** on Controller 1 while the game loads. Instead of the normal Pac-Man introduction, you'll get to watch a cool live-action movie that's based on Genpei Tourmaden (a.k.a. *The Genji and the Heike Clans*).

Secret Pac-Land Scene

Enter the Pac-Land room in the museum; it's a bright scene with Mr. and Mrs. Pac-Man sunning themselves on the beach. Check out the right side of the wall behind the door; you'll see a ghost hiding there. Press X to chase him away, then press X at each of the following locations to earn a special ability:

- Find the ghost behind the left side of the wall
- Find the ghost on top of the wall (press △ to look up)
- Find the ghost talking to the fairy
- Find the power pellet (press △ to look up at the tops of the trees)
- Give the pellet to Pac-Man

When the ghost has been chased away, talk to the fairy and she will thank you by giving you a special pair of shoes; now you can press X to jump.

Secret Game

Enter the museum and go up the stairs, then enter the first door on the left, the one that says, "X-Room." Once inside, hold **L1** + **R1** + △ and press **Up** on the D-pad, you'll see a flash of light and a girl will appear in the room. If you approach her and press X, she will turn on the secret game in that room, it's an *Assault Plus* machine.

The Genji and the Heike Clans Stage Select

Load the game *The Genji and the Heike Clans* and press the △ button to access the options window. Highlight "Test" and press X; then, when the test screen appears, press △ to open the test screen options window. Highlight "DipSw" and press X, press **Right** twelve times, then press **Up** to turn on switch #5 in the right box. Press X to confirm, then highlight "Game" and press the X button. Start the game; after Andaba tells you that "you shall have the protection of the priest Shokoku," a stage-select menu will appear. (Note that the stage numbers are not in order, for example, number 53 corresponds to the first stage.) Once you've chosen a number from 1 to 58, press □ to warp there.

NBA SHOOTOUT 2004

Unlimited Player Creation Points

Choose "Rosters" from the main menu, then select "Create Player." Set the first name to "MUSCOY" and the last name to "MIKE". When you advance to the Attributes screen, you'll have unlimited points which you can use to jack up the created player's stats. The tweaked attributes will remain unchanged even if you return to the previous screen and change the player's name to whatever you like.

NEED FOR SPEED III: HOT PURSUIT

Cheat Codes

Choose "Options" from the Game Setup menu, then access the "User Name" option and enter one of the following cheat codes as your user name to unlock different features.

M C I T Y Z—Empire City Bonus Track
X C N T R Y—AutoCross Hidden Track
X C A V B—Caverns Hidden Track
P L A Y T M—The Room Hidden Track
G L D F S H—Scorpio-7 Hidden Track
M N B E A M—Space Race Hidden Track
L J A G X –Activate Jaguar XJR 15
A M G M R C—Activate Mercedes-Benz CLK-GTR
R O C K E T –Activate El Nino
S P I L T I All cars and bonus tracks (not hidden tracks)
S E E A L L—All Camera Views

OGRE BATTLE

Secret Level

Select "New Game" and enter your name as "FIRESEAL." After the opening sequence, move the cursor along the map until you find "Dragon's Heaven."

Sound Test

Enter your name as "MUSIC/ON" and you'll be able to access a sound test menu.

PANDEMONIUM 2

Cheat Passwords

G E T A C C E S S—All Levels Access
I M M O R T A L—31 Lives
N E V E R D I E—Invincibility
G E N E T I C S—Mutant Mode
M A K M Y D A Y—Permanent Weapon
S K A T B O R D –Access to Bonus Levels
H O R M O N E S—Full Health
G O N A H U R L—Camera Roll
J U S T K I D N—Regenerating Monsters
A C I D D U D E Strange Textures

PARAPPA THE RAPPER

Rapping Tips

- If you hold one of the action buttons down, then press another one, the word that's associated with the first button will come out automatically as soon as you take your finger off the second button. Try this at the beginning of Stage 1, Lesson 3. While holding the △ button, press and release the ○ button repeatedly in a steady pattern. Parappa should say, "Kick, Punch, Kick, Punch, Kick, Punch" and so on, even though you're not pressing the △ ("Kick") button more than once. This trick also doubles your speed; instead of getting one word for each button press, you're effectively getting two. Use this technique when you're "Rappin' Cool" for lots of extra words and bonus points.
- One of the game's best-kept secrets is that it's possible to use the D-pad to change the order of the words that come out of Parappa's mouth. This only applies in lessons or stages where more than one word is assigned to a single button, for example, during Lesson 5 in Stage 3, you say, "I have never sold everything, everything" using only the X button. If you hold **Left** on the D-pad and press one of the buttons, it will "reset" the list of words that are associated with that button to the first word in the series. Similarly, if you hold **Right** on the D pad while you're in the middle of that series of words, it will "hold" that word and let you repeat it as many times as you wish, when you release **Right**, you can continue with the rest of the series of words that are assigned to that button. Depending on when you apply the D-pad, you can make Parappa say, "I have never, I have never sold everything" or even "I have never, never, never sold everything." This is an important trick, not only does it make it easier to break the "Cool!" barrier in certain lessons, but if you use this method to mix up your raps when you're freestyling in "Cool!" mode, you'll earn more points!

PEAK PERFORMANCE

Secret Vehicles

At the Garage Select menu, enter the following code:

1) Highlight "Garage A", hold the **L1** button and press ○.
2) Highlight "Garage B", hold the **L1** button and press ○.
3) Highlight "Garage C", hold **L1** + **R1** and press ○.

If you did it correctly, you'll be sent back to the previous menu. Now choose "Car Select" again and you'll find a new garage called "Special". Inside are a bus, a truck, a McLaren F1 and a scooter. You'll also find three new cars in Garage D.

Custom Cars

At the Garage Select menu, you can change certain cars by holding the ○ button as follows:

- Highlight "Garage A", hold ○ and press X, now Car-A03, a convertible, has its top down.
- Highlight "Garage B", hold ○ and press X; now Car-B04 has streamlined headlights and six new colors to choose from.
- Highlight "Garage C", hold ○ and press X, now Car-C06 has a sunroof.

Just for fun, while in any garage you can turn a car's blinkers on if you hold **L1** and press **R1**.

PINK PANTHER: PINKADELIC PURSUIT

Cheat Code

At the main menu, press **L1, L1, R2, R2, L2, L2, R1, R1, Left, Right, SELECT, START**. A new "Cheat" option will appear, allowing you to start the game with 9,999 coins, all keys, no enemies and no stalkers. Also, with this code in place, if you press **START** to pause during any stage, you'll see a new "Win" option at the pause menu. Choose this option to instantly complete the stage you're in.

POOL HUSTLER

Secret Game Mode

At the title screen, while the words "Press Start" are flashing—press **Up, Up, Down, Down,** △, △, X, X, **Left, Right,** □, ○; you'll hear a signal to confirm. You'll find a new option called "Bowlliards" at the main menu, it's a billiards game that's scored like bowling.

POWER RANGERS LIGHTSPEED RESCUE

Secret Codes

From the main menu, select "Codes," then select "Enter Code." Next, enter any of the following passwords to unlock the corresponding effects:

O M E G A—Level skip
U L T I M A T E—Titanium Ranger
F O R E V E R—Continues
S H O W C A S E—All galleries open
I M M O R T A L—Infinite Lives
D 4 8 7 E 1 0 9 G 7—Infinite Health
N 7 F 6 U 2 A 5 A 1—Infinite RPE

R•TYPE DELTA

Invincibility

At any time during gameplay, press **START** to pause the game. Next, hold **L2** and press **Right, Right, Left, Right, Left, Left, Right, Left, R2, Up, Up, Down, Down, Up, Down, Up, Down, R2**. You'll hear a special sound effect after entering the code correctly. When you unpause, your ship will be invincible.

R•TYPES

Invincibility

The "Invincibility" code listed above for *R•Type Delta* also works in *R•Types*.

Increase Speed

Pause the game, hold **L2** and press **Right, Up, Right, Up, Down, Left, Down, Left,** ○.

Decrease Speed

Pause the game, hold **L2** and press **Right, Up, Right, Up, Down, Left, Down, Left,** X.

Use Any Weapon

Pause the game, hold **L2** and press **Right, Up, Left, Right, Down, Left, Up, Right** and either △, □, X, or ○ to equip yourself with a different weapon.

Level Select

Highlight either *R•Type* or *R•Type II* at the title screen, quickly press **L2** ten times, then **R2** ten times; you'll hear a sound to confirm. Now start the game and press **START** to pause, you can choose any stage with the stage-select option at the pause menu.

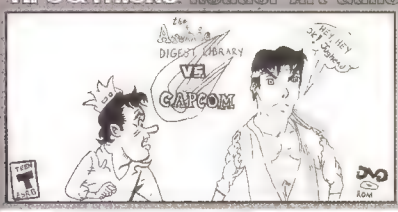
RESCUE COPTER

Cheat Codes

Enter either of the following codes at the main menu (the one that says "New Game, Load Game," etc.)

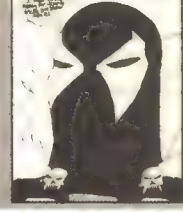
Unlock all missions (Mission mode only)—**Up, Down,** □, △, **SELECT**
See the ending—**Left, Right,** □, △, **SELECT**

TIPS & TRICKS Reader Art Gallery



by "Honky Kong," Naples, FL

by Nicky Prof, Tucson, AZ



by Josh Springsteen, Jacksonville, FL

ROGUE TRIP: VACATION 2012

Cheat Codes

During the game, hold L1 + R1 + R2 and press SELECT, you'll see the words "Cheats Enabled" in the upper right corner of the screen. With that code in place, you can enter any of the following codes to get different cheats at any time (Note: These codes must be entered quickly)

Quick $10,000 Cash—Hold R1 + R2, press L1, Up, Down, Up, Down

Infinite Weapons—Hold L1 + R1, press Up, Down, Up, R2

Mega Guns Mode—Hold L1 + R1 + R2 + X, press Down

Invulnerable Mode—Hold L1 + R1, press Up, Down, Left, Right

Upgrade Weapons—Hold L1 + R1, press Left, Right, Left, Right

Note: If you hold L1 + R1 + R2 and press Up, Down, Left, Right, you'll enter the "Infinite Weapons," "Mega Guns," "Invulnerable Mode" and "Upgrade Weapons" codes at the same time and the words "God Mode" will appear. Most of the above codes can be deactivated by entering the same code a second time, or hold L1 + L2 + R1 and press SELECT to deactivate all cheats.

Passwords

Access the password entry screen from the options menu and enter any of the following codes to unlock special features:

Enable Goliath—△, L1, R1, X, L2, L2

Enable Nightshade—R1, R2, L1, L1, X, ○

Enable Helicopter—L1, △, R2, △, △, R1

Enable Alien Saucer—R1, □, X, □, L2, ○

Access "Funtopia" stage (Challenge mode only)—X, O, L2, X, ..., L1

Access "The Gulch" stage (Challenge mode only)—X, ..., O, L1, L2

Battle Boss 1 (Challenge mode only)—O, R2, R1, ., L1, R2

Battle Boss 2 (Challenge mode only)—O, O, L2, L1, △, △

Infinite Jump—O, □, R2, X, △, R2

Infinite Turbo—□, X, O, △, R1, R2

Double Pickups—L1, L2, O, L1, R1, □

Increased Armor—R1, △, R1, △, L1,

See *Duke Nukem: Time to Kill* movie—□, ., O, O, △, △

Play as Big Daddy

From the main menu, select "Options." Then, select "Password." Enter △, □, R2, X, △, R2. Big Daddy will only be selectable if you play Challenge mode and select Nuke York as the stage.

SHADOW MASTER

All Weapons

Begin a new game. Go forward into the first door that opens and kill the aliens inside. Once you have defeated the aliens and you are completely inside the room, press L1 + L2 + R1 + R2 + O simultaneously. A red light will appear on the screen to confirm the code, you now have all of the game's weapons.

Invincibility

In the same room described above, after defeating the aliens inside, press L1 + L2 + R1 + R2 + X simultaneously. A blue light will appear to confirm the code; now you're completely invincible.

Stage Select

In the same room described above, after defeating the aliens inside, press L1 + L2 + R1 + R2 + △ simultaneously. A green light will appear to confirm the code. Now press START and exit the game, you'll find a stage-select option on the main menu.

SPACE LUNK

Secret Options Menu

At the main menu, choose "Options", then highlight "Game Options", hold L1 + L2 + R1 + R2 and press X. You'll find a secret options menu that allows you to adjust the game's gravity and character sizes as well as changing the court. Note: After you've changed these options, you must press X to exit, if you press any other button, your changes may not be in effect.

SPEC OPS: AIRBORNE COMMANDO

Secret Menu

When the copyright screen appears (the one that says "Copyright 2002 Take-Two Interactive Software," etc.), press the START button on Controller 2. A menu of secret programmer options will appear, and you can use various buttons on Controller 2 to turn them on. Unfortunately, you'll only have a few seconds to activate the desired options before the next screen appears, after which you can no longer adjust the secret options (even though the secret menu will reappear during loading screens)

SPIDER-MAN 2: ENTER ELECTRO

Cheat Codes

From the main menu, select "Special," then select "Cheats" and enter any of the following codes. After entering each one correctly, Stan Lee will exclaim, "Excelsior!"

A U N T M A Y—Unlock Level Select, all costumes, all Gallery items and all Training items

A L I E N—Big head

S T A C E Y D—Big feet

V V I S I O N S—"What If" Mode

SPORTS CAR GT

Secret Codes

Enter the following cheat codes at the title screen. Note that if you press any other buttons before entering the codes they won't work:

Down, Down, Left, Right, Up, Left, O, R2—Unlock all tracks and classes

Up, Left, Left, Right, Down, Right, L1, □—Start with $1,500,000 in Season Mode

SPORTS SUPERBIKE 2

Secret Codes

Choose "Options" from the main menu, then select "Secret Codes" and enter the password "MIDAS" to unlock all tracks and all difficulty levels and clear all the skill tests. Unfortunately, this code also disables the steering assist and braking assist at all difficulty settings in addition to enabling bike damage.

STUART LITTLE 2

Cheat Codes

Enter any of the following cheat codes at the main menu screen. You'll hear a sound effect to confirm each code:

Invincibility—L2, □, L1, O, R2, □, L1, O

Infinite ammo—□, L1, R1, Up, O, L2, R2, Down (the counter will go down to zero, but you'll still have ammo)

Unlock all levels at the "Visit Snowbel." menu—R2, Left, Right, R1, L1, Up, Down, L2

Unlock all movies in Gallery—O, L2, Left, R1, R2, Right, L1,

Unlock new "Flycam" option at the pause menu (use the D-pad and buttons to move the camera around)—Up, L1, Down, R1, R2, Down, L2, Up

Display programmers' debug info—Left, L1, L1, Right, R1, R1, Up, Down

View all loading screens and level intro movie clips—Right, O, □, □, R1, R2, Left, L2

TARZAN

Stage Select

At the main menu, press Left, Left, Right, Right, Up, Down, Left, Right, Up, Up, Down, Down, Down. A new menu item, "Cheats" will appear. After entering this menu, you can press Right and Left to cycle through the different lists of stages.

In-Game Cheat Menu

To access a second cheat menu, enter the code above. Before you enter the "Cheats" menu, press L1, R1, L1, R1, L1, R1, L1, R1, L2, R2. You'll hear a special sound effect after inputting it correctly. When you press START to pause during gameplay, a new menu item, "Cheat Menu" will appear.

TINY TANK

Level Select

From the main menu, move the cursor to "New Game," then hold down L1 + L2 + R1 + R2 + Left + O and press SELECT.

Cheat Code

From the main menu, move the cursor to "Options," then hold L1 + L2 + R1 + R2 and press X. Enter the code "FEATHER" at the "Cheat Codes" screen to play with low gravity.

TOMORROW NEVER DIES

In Game Codes

At any time during the game, press START to pause and enter any of these codes in. The game will automatically un-pause after a correct code has been entered. You may re-enter the same code to turn its effects off. Entering the "Debug Info" code multiple times will allow you to view different screens of debugging output.

100% Health—SELECT, SELECT, O, O, Up, Up, SELECT

0% Health—SELECT, SELECT, O, O, Down, Down, SELECT

Invincible—SELECT, SELECT, O, O, △, △, △, △

Invulnerable to Enemy Bullets—SELECT, SELECT, O, O, △, SELECT

HUD Toggle—SELECT, SELECT, O, O, Left, Right, SELECT

Max Weapons—SELECT, SELECT, O, O, L1, L1, R1, R1

Remove Floor—SELECT, SELECT, O, O, SELECT, SELECT, O, O

Complete Mission—SELECT, SELECT, O, O, SELECT, O

Debug Info—SELECT, SELECT, O, O, L2, R2

Camera Cheat—SELECT, SELECT, O, O, R2, R2

Move all objects and enemies by walking—SELECT, SELECT, O, O, SELECT, SELECT, △, △

Remove all objects except enemies—SELECT, SELECT, O, O, SELECT, SELECT, □, □

Display movement boundaries—SELECT, SELECT, O, O, △, △, □, □

Run faster—SELECT, SELECT, O, O, □, □, O, O

Main Menu Codes

Enter these cheats at the main menu. You'll hear a special sound effect after entering a correct code. Movies can be accessed from the "Options" screen. For the "Access All Missions" code, you'll be able to select any mission even though some of them may be dimmed.

Unlock All Movies—SELECT, SELECT, O, O, L1, L1, L1, L1, L1, L1, L1, L1

Access All Missions—SELECT, SELECT, O, O, L1, L1, O, L1, L1

TREASURE PLANET

Cheat Codes

Enter any of the following cheat codes at the main menu screen. You'll hear a sound effect to confirm each code:

Invincibility—L2, □, L1, O, R2, □, L1, O

Unlimited musket charge—□, L1, R1, Up, O, L2, R2, Down

Unlock all levels—R2, Left, Right, R1, L1, Up, Down, L2

Unlock new "Flycam" option at the pause menu—Up, L1, Down, R1, R2, Down, L2, Up (use the D-pad and buttons to move the camera around)

View all loading screens and level intro movie clips—Right, O, □, □, R1, R2, Left, L2

ULTIMATE FIGHTING CHAMPIONSHIP

Secret Characters

From the main menu, select "CREATE FIGHTER." Next, select "Create a new fighter" and input any name for your new fighter. You can enter any values for the various parameters except for "Home Town," where you should enter one of the following names. Continue to select "OK" for all prompts until one appears that says "Save this character?" Select "NO." Finally, another prompt will appear that says "Are you sure you want to end this mode?" Select "OK." You won't get any special confirmation, but the corresponding hidden fighter will appear in the bottom two rows of the character selection screen when you start another game.

O C T A G O N—Unlock Ultimate

C I R C L E—Unlock Sumo Wrestler

S T R E E T—Unlock Street Fighter

M A T—Unlock Amateur Wrestler

More Secret Characters

To unlock these secret characters, follow the same directions as above, but input the names under "First Name" instead of "Home Town."

B i g J o h n—Unlock John McCarthy

S m i l e—Unlock Card Girl

M a s k—Unlock Pro-Wrestler

S a s u k e—Unlock Ninja Fighter

K u n g - F u—Unlock Kung-Fu Fighter

C h o p—Unlock Karate Fighter

P u n c h—Unlock Freestyle Boxer

WORLD'S SCARIEST POLICE CHASES

Cheat Codes

Each of the following codes can be entered at the main menu:

Unlock All Missions—Down, Up, Left, Right, X, △, O,

Unlock All Starting Locations in Patrol Mode—Down, Up, L2, L1, X, △, R2, R1

Unlock All Bonus Items—Left, Right, L1, R1, O, □, R2, L2

WU-TANG: SHAOLIN STYLE

Unlock All Characters

At the main menu, press Right, Right, Right, Right, Left, Left, Left, Left, □, □, O. You'll hear a special sound effect if the code was entered correctly.

Even More Characters

After entering the above code, in Versus Mode you may play as additional characters by holding SELECT and pressing X while the cursor is at any of the original nine characters as shown below. You won't see the new character until gameplay begins.

Fearmentor—Hold SELECT and press X at RZA

Cerith—Hold SELECT and press X at GZA

Lecher—Hold SELECT and press X at Ol' Dirty

Xin—Hold SELECT and press X at Inspectah Deck

Bone Gear—Hold SELECT and press X at Raekwon

Gasche—Hold SELECT and press X at Masta Killa

Otis—Hold SELECT and press X at Ghostface Killah

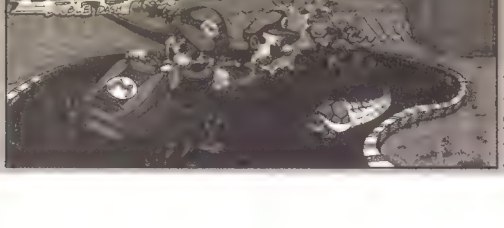
Sinensis—Hold SELECT and press X at U-God

Hystrix—Hold SELECT and press X at Method Man

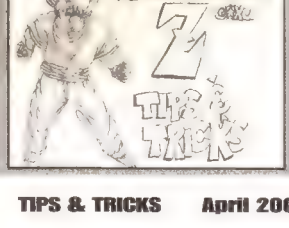
X-MEN: MUTANT ACADEMY 2

Cheat Code

At the main menu, press SELECT, Down, R2, L1, R1, L2. You'll hear a special sound effect after entering the code correctly. This code unlocks everything in the game, including all of the secret characters and alternate costumes. To play as Spider-Man, highlight Cyclops and hold the R1 button. To play as Xavier, highlight Magneto and hold the R1 button. Don't forget to check out the "Pool Party" stage in Versus mode!



by Carl Englund, Minneapolis, MN



by Dalton Blake Butler, Oklahoma City, OK

Game Boy Advance tips

AGGRESSIVE INLINE

Cheat Codes

Enter the following codes at the title screen, while the words "Press Start" are stretching
Unlock all characters—L, L, B, B, R, R, L, R
Unlock all levels—**Up, Down, Up, Down, Left, Right, B, R**

ANIMAL SNAP

Mini-Game

At the title menu, hold the L button and press **Up, Down, Left, Right, Right, Left, Down, Up**. A new "Block Blaster" option will appear, allowing you to play the mini-game at any time

ARMY MEN ADVANCE

Passwords

QGQNRTPC—All Levels Unlocked (Sarge)
NQRDGTPB—All Levels Unlocked (Vikki)

ATV: QUAD POWER RACING

Unlock Everything

At the main menu, select "Options," then select "Password." Next, press **Down, A, Down, A, Up, Up, A, Down, Down, A, Up, A**

BACKTRACK

Cheat Codes

At any time during a single-player game, press **SELECT** to access the Game Menu then press **L, Right, B, L, R, Left** to access the BS-BODSOM computer terminal. Highlight "CLI 'Password Required'" and press A, then enter any of the following cheat passwords
HEA—200 health
GOD—Invincibility
WEAP—All weapons
AMMO—Max ammo for all weapons
ARM—Max armor
KEY—All keys
MON—Enemies shown on map as gray dots
FRE—Freeze all enemies

BALLISTIC: ECKS VS. SEVER

Cheat Passwords

DEATHWISH—Invincibility
TOOLEDUP—All weapons
BIGPOCKET—Infinite ammo
OOHSTOPIT—One-hit kills
ACMEBANG5—Explosions do double damage
COLDFEET—Enemies can't move
DOYOUCME—Enemies ignore you
HORNBLOW—Enemies make farting sounds when injured

Ecks Passwords

SMOKEY—Mission 2
BUTTERFLY—Mission 3
COVEY—Miss on 4
TIGER—Mission 5
HORNET—Miss on 6
LITTERBUG—Mission 7
MUSTANG—Miss on 8
SPECTRE—Miss on 9
NIMROD—Mission 10
SPOOKY—Miss on 11

Sever Passwords

RAVEN—Mission 2
FIREFLY—Miss on 3
BULLDOG—Mission 4
DRAGON—Mission 5
LOUDMOUTH—Mission 6
STINGER—Miss on 7
NAIL—Mission 8
ZORRO—Mission 9
XRAY—Mission 10
REDDOG—Mission 11

BATMAN: VENGEANCE

Invincibility

Choose "Continue" from the main menu and enter the password "NDTH" to make Batman invincible to enemy attacks

Passwords

MQFV8K—Boss battle: Bane
L20_QD—Boss battle: Clayface
6V2CL2—Boss battle: Scarecrow
4V252V—Boss battle: Sin Tzu
Vs. Bycloop—G51FF888

BOMBERMAN

Password

HMNFK—Unlock all songs + video (Easy difficulty)
NXRFP—Unlock all songs + video (Hard difficulty)

BOUNCER, THE: WRATH OF THE DARKHUL KING

Cheat Codes

Enter any of the following codes at the title screen, while the words "Press Start" are flashing
Invincibility—**B, B, A, A, L, R, Down, Up**
Infinite lives—**L, L, L, R, R, Right, Right**
Start with nine of every item—**Up, Down, Up, Down, B, A**
Show enemies' health meters—**Up, Right, Up, Left, Down, Right, Down, Left**

BOUNTY HOUNDS

Cheat Passwords

Choose "Resume Game" from the main menu, then enter either of the following passwords:
ALWMAA15—Max firepower, defense and restoration pickups
KMIORMAO—Infinite lives

CARTOON NETWORK: SPEEDWAY

Password

96981951—Unlock all characters, courses, power-ups and trophies

CASTLEVANIA: ORDER OF ECCLESIA

Passwords

At the main menu, choose "Continue" and enter the following passwords to warp to the corresponding boss battle
6ZMK—Yu Shu Lien
N/28—Dark Cloud
31D4—Li Mu Bai

CHAMPIONSHIP MANAGER

Special Passwords

The following passwords will give you the option to choose between Stealth Owl and the secret character, Raptor
0202—Snow Covered Mountains
1407—The Arid Desert
2704—The Hostile Jungle
0108—The Forbidden City
Password
41TK156ZNGV—Start on the final stage with nine lives and all Secrets unlocked

CHAOS SEED: FOOTBALL

Cheat Passwords

KNGHTSFR—All keys available
LMSPLLNG—All maps available
THRBLDNS—All weapons available
NDCRSDRT—Infinite ammo
HLGNDSBR—Infinite health
NFTRWLLH—Level skip (press **START** to pause the game, press **A** to view the map, then press **SELECT** at the map screen to skip the current level)
NRYRDDS—Enable vowels at password entry screen
ALL—Activate all cheats simultaneously

CHASE: THE CASE

Cheat Codes

At any time during the game, press **START** to pause, then enter any of the following cheat codes at the pause menu.
Fast Dexter—**L, R, R, R, R, L, R, L, R, R, L, L, R, L, R**
Strong Dexter—**L, L, R, R, R, L, L, R, L, L, R, R, L, R, L, R**
Get double ammo—**L, R, R, R, L, L, R, R, L, L, L, L, R, L, R**
Less damage—**L, R, R, R, R, L, L, L, R, L, L, L, L, L, R**
Robots are weak—**L, L, R, R, L, R, R, L, L, L, L, R, R, L, L, L**
One more try—**L, L, R, R, L, R, L, L, L, R, L, L, R, R, L, L**
Low gravity—**L, L, R, R, R, R, R, L, L, R, R, L, L, L, R**
Dexter-roo—**L, L, R, R, L, L, R, L, R, R, R, L, L, L, R**
Slippery floor—**L, L, R, R, R, L, R, R, R, L, L, R, R, L, L, R**
Slow enemies—**L, R, R, R, L, R, L, R, L, L, R, L, L, L, L, L**
Fast enemies—**L, R, R, R, R, R, L, L, L, L, R, R, R, R, L, L**
Strong enemies—**L, L, R, R, R, R, L, R, R, R, L, L, L, L, L, L**
Controls are reversed—**L, R, R, R, R, R, R, L, R, L, L, R, R, L, L, L**

CHICKEN LITTLE

Level Select

At the title screen, press **Up, Up, Down, Down, Left, Right, A, Left, Right, B**. The "Press Start" display will start glowing if you've entered the code correctly. Press **START**, then select "Credits." When the credits finish, you'll be on a farm level with several ladders that will warp you to different levels as follows
Ladders 1-3—Waterfall City
Ladders 4-6—Treetown
Ladders 8-11—Canyon City
Ladders 12-15—Underwater level
Ladder 16—Diamond Cavern

CHU CHU ROCKET: ALL STARS

Secret Code

At the title screen—while the words "Press Start" are flashing—press **Up, Up, Down, Down, Left, Left, Left, Right, B, A**, you'll hear a signal to confirm the code. Now start a game, at the Board Select screen, you'll find a powered-up board called "Anger Harnessed."

CIRCUIT ATTACK

Cheat Codes

Enter either of the following codes at the "Select a Game" menu, you'll hear Diddy say "Not bad!" to confirm
Start with 50 lives—Hold **SELECT**, press **B, A, R, R, A, L**
Sound test menu—Hold **SELECT**, press **B, A, L, L, A, Down**

CONTRA: ADVANCE

Cheat Codes

At any time during gameplay, press **START** to pause, then enter any of the following codes
Computer area map—Hold **L + R**, press **B, A, A, A, A, A, A**
Radiation shielding suit—Hold **L + R**, press **B, B, A, A, A, A, A**
God Mode—Hold **L + R**, press **A, A, B, A, A, A, A, A, A**
All weapons + refill ammo—Hold **L + R**, press **A, B, B, A, A, A, A, A**
Berzerk—Hold **L + R**, press **B, A, B, A, A, A, A, A**
Temporary invulnerability—Hold **L + R**, press **B, B, B, A, A, A, A, A**

CRASH BANDICOOT: THE CURSE OF CORTEX

Invincibility

During the introductory video scene that appears before the game's title screen, press **Up, Down, Left, Right, B, A**, you'll hear a chime to confirm the code. Now Goku's health meter will not be depleted when he is attacked

CRASH BANDICOOT: THE CURSE OF CORTEX

Unlock Everything

At the main menu, select "Top Secret Cars," then enter "2980 1" as your password. You'll immediately view the game's credits, and afterward every car, course and mode will be unlocked

CRASH BANDICOOT: THE CURSE OF CORTEX

Cheat Codes

At the main menu, press **SELECT** to access the "Enter Code" screen, then enter any of the following codes. Note: Some of the codes can't be disabled unless you reset the game data at the Options menu
CUPJ2P—Unlock all tracks and cups
ALL4ME—Unlock all teams
BIFFHA—Max upgrades for all cars
BIGUNS—Combines the effects of all the above codes
LOGRAV—Low gravity
IAMCAR—Weird sound effects

CRUSH ROAD

Extra Difficulty Level

Highlight "Difficulty" at the Options menu and press **Left, Left, Left, Left, Right, Right, Left, Right, B**. You must enter the code very quickly, especially the last three buttons, if you're too slow, you'll be sent back to the main menu when you press **B**. If you're fast enough, a new "Impossible" difficulty level will be unlocked

TIPS & TRICKS Reader Art Gallery


by Chris Shirley, Dryridge, KY


by Howard L.J., Bayside, NY


by Gerson Ayre, Kenosha, VA


by Unknown Reader, Keokuk, IA

Game Boy Advance tips

Secret Cheats Menu
At any time during gameplay, press **START** to pause, then hold L and press **Left, Up, A, Up, Left, A, START, SELECT**. A secret menu will appear with a level select and various other options.

See the Credits
At the title screen—when the words "Press A Button" appear—press **SELECT** to see the names of the people who created the e-Reader.

Stage Select
At any time during the game, press **START** to pause, then enter any of the following codes while the screen is dark to go directly to another stage.
Skip to the next stage in order—**Right, R, B, A, L, L, A, R**
Warp to "What the Heck?"—**SELECT, R, B, Down, L, B**
Warp to "Down the Tubes"—**Up, L, Down, A, R, A**
Warp to "Snot a Problem"—**R, Up, SELECT, L, R, Left**
Warp to "Level 5"—**R, L, A, B, B, A, L, R**
Warp to "For Pete's Sake"—**Right, Left, R, L, A, R**
Warp to "Buttville"—**L, A, Up, R, A, R, A, SELECT**

ECKS VS. SEVER

Ecks Passwords
E X T R E M E—Miss on 2
E X C I T E—Miss on 3
E X C A V A T E—Mission 4
E X C A L I B U R—Mission 5
E X T O R T—Mission 6
E X P I R E—Miss on 7
E X A C T—Mission 8
E X H A L E—Miss on 9
E X H U M E—Mission 10
E X O N E R A T E—Mission 11
E X P E L—Mission 12
Sever Passwords
S E V E R E—Mission 2
S U R V I V E—Miss on 3
S A V A N T—Mission 4
S U F F E R—Mission 5
S U L P H E R—Mission 6
S E R V E—Mission 7
S E E T H E—Mission 8
S E V E R A L—Mission 9
S E V E R A N C E—Mission 10
S A V A G E—Mission 11
S A C R O S A N C T—Mission 12

FRED FLOOR IN EDDY: JAWBREAKERS

Cheat Codes
Enter each of the following codes at the title screen, while the words "PRESS START" are bouncing past. You'll hear a blubbering sound to confirm each time you enter a code successfully. The level select option will appear under "Game Cheats" at the main menu.
Level select—Hold the L button and quickly press **Left, Left, Right, Down, Down, Up, Right**.
All characters have jetpacks—Hold the L button and quickly press **Left, Up, Right, Down, Left, Left, Up**.
All pickups—Hold the L button and quickly press **Left, Left, Down, Right, Right, Up, Left**.
All protect (invincibility)—Hold the L button and quickly press **Left, Down, Down, Right, Right, Left, Down**.

EXTREME GHOSTBUSTERS

Passwords
H G B N L 1 4 V J—The Big Building: The Hall
5 P M D T F / K 2—The Big Building: The Corridor
2 1 Q 5 R 9 J T S—The Big Building: The Offices
8 G 2 0 S 8 6 5 C—The Big Building: Boss
3 0 J 8 2 J B M B—The Cemetery: Racing 2
B N K N 3 4 5 M W—The Cemetery: The Main Aisle
V B J N N V G L C—The Cemetery: The Crypt
M D * X N 7 K T J—The Cemetery: Closer to the Underworld
V D * P J K F T S—The Broadway Star Theatre: Racing 3
M D Z 9 K K / T 8—The Broadway Star Theatre: In The Wings
M D 2 T K 4 X T K—The Broadway Star Theatre: Ethereal Ball
W 5 0 P J 6 L T C—The Broadway Star Theatre: On Stage
V S 3 1 J L 9 T W—The Broadway Star Theatre: Boss
L D K 9 K 6 H T C—The Botanical Museum: Racing 4
W S J P J L Z T V—The Botanical Museum: Don't Forget the Guide
W S F K P 6 W T 3—The Botanical Museum: Carnivorous and Hungry
M S 2 9 P 7 J T W—The Botanical Museum: The Final Confrontation
V S F P P M H T 8—The Botanical Museum: Boss

Unlock the Jet Vermillion
At the name entry screen, select "Entry," then enter your name as "T&T". Next, start any game under that name. When you reach the machine selection screen, press **L, R, START, R, L, SELECT**. A secret password screen will appear. Enter V - J 4 + 6 V 9 A - 3 0 as your password. Now you'll be able to select the Jet Vermillion.

FIFA SOCCER 2003

Password
Country Boy, Country Boy, Country Boy, Country Boy, Vicky—All stages cleared

Cheat Password
M 6 H M—Unlock all levels and gallery pictures

Unlock All Wrestlers
Choose "Edit" from the main menu, then access the "Edit Wrestler" option and select "Name Entry" at the Wrestler Edit Menu. Now make the following changes exactly as shown:
• Change the nickname from "Fire Soldier" to "ALL"
• Change the last name from "FirePro" to "WRESTLER"
• Change the first name from "Mr." to "CLEAR"
• Toggle the Exchange option to "OFF"
• Set the Middle option to "[illegible]"
Press **START** to confirm, then save the created wrestler. Now all of the secret wrestlers have been unlocked.

Secret Levels
At the main title screen, press **Up, Up, Down, Down, Left, Right, Left, Right, B, A**, you'll hear a signal to confirm. With this code in place, press the **R** button at the main menu to access a new set of secret levels called "Magician's Realm."

Customize Player Names
At the name entry screen that appears when you start a new game, press the **SELECT** button three times, you'll hear a chime. After you choose a name for the main character, you'll be able to choose different names for Garet, Ivan and Mia. At any time before you've finished naming these three additional characters, press **Up, Down, Up, Down, Left, Right, Left, Right, Up, Right, Down, Left, Up, SELECT** and you'll be able to rename Felix, Jenna and Sheba as well.

GRADIUS GALAXIES

Power-Up
At any time during the game, press **START** to pause, then press **Up, Up, Down, Down, L, R, L, R, B, A**. When you unpause, your ship will be equipped with the highest level of all power-ups. This code can only be used once per game.
Self-Destruct
At any time during the game, press **START** to pause, then press **Up, Up, Down, Down, Left, Right, Left, Right, B, A**. When you unpause, your ship will be equipped with the highest level of all power-ups, but it will self-destruct after a few seconds.

Secret Codes
Enter any of the following codes at the title screen.
Watch the ending credits—Hold **L + R + Up** and press **B**.
Unlock Extra 1 mode (go kart racing)—Hold **L + R + Right** and press **B**.
Unlock Extra 2 mode (formula car racing)—Hold **L + R + Left** and press **B**.
Unlock all tuning parts—Hold **L + R**, point the D-pad in the **Down/Right** position and press **B**.
Unlock all cars—Hold **L + R**, point the D-pad in the **Up/Left** position and press **B**.
Unlock all courses—Hold **L + R**, point the D-pad in the **Up/Right** position and press **B**.
Password
5/PO W1/H L8Q8 >VbB—Unlock all Championship Mode classes

Play as Helga
At the "Area Select" screen, press **Up, Down, Right, Left, Left, Right, Down, Up, SELECT**. To return to playing as Arnold, just enter the code again.

Level Skip
Press **START** at any time to pause the game, then press **Down, Right, Down, Right, Left, Left, Up** to skip the current level.

INSPECTOR GADGET: ADVANCE MISSION

Passwords
* 7 * M M 1 4—Statue of Liberty: In the Statue
* 3 H M L 1 4—Statue of Liberty: The Flame of Liberty
R 3 * 3 M 6 4—The Tower: The Tower Keeps Watch
R 7 H 3 L 6 4—The Tower: The Lift
* C H 3 L 2 4—The Tower: Higher Than Everything
* H * 3 M 2 4—The Great Wall: At the Foot of the Great Wall
R 5 * 3 M R 4—The Great Wall: On the Great Wall
* 3 R M 3 3 P—Big Ben: The Palace
R H R M 3 7 P—Big Ben: The Top
R C 7 M 2 7 P—Egypt: The Valley of Kings
* 9 R 3 3 X P—Egypt: The Great Pyramid

THE INVINCIBLE IRON MAN

Cheat Codes
Enter any of the following codes at the title screen while the words "Press Start" are flashing.
Invincibility—**Right, Up, Left, A, Right, SELECT**
Stage select—**SELECT, Up, B, A, Right, Up**
Unlimited Uni Beam—**B, A, Left, Down, Up, Right**
Unlock all Gallery images—**Up, Down, Left, Right**
Erase Saved Game RAM
At the title screen—when the words "Press Start" are flashing—DO NOT enter the following code. **Up, Up, Down, Down, Left, Right, Left, Right, B, A, SELECT, START**. If you do, you'll reset the game's EEPROM chip, deleting all of your saved game data.

JAMES BOND 007: NIGHTFIRE

Cheat Passwords
Choose "Password" from the main menu and enter any of the following codes.
4 R C B !—Unlock Arcade Mode, Challenge Mode, Gallery and Credits
! G 4 X !—Unlock Jukebox
C H 4 L L—Unlock Arcade Mode, Challenge Mode, Gallery, Jukebox and Credits
! S 3 C R 3 T S !—Show the locations of all secrets in Arcade mode
! R D T B !—Satellites rotate around ship
! B 1 G H 3 4 D !—Large SHN Fighter
! M 1 C R 0 !—Tiny SHN Fighter
! S H 1 P 2 !—Play as the blue SHN Fighter from the game's intro sequence
! L 0 4 D !—Show CPU usage %
! 0 8 J 5 !—Show the number of on-screen objects

LORD OF THE RING: THE TWO TOWERS

Stage Select
At the title screen—when the words "Press Start" appear—hold the **R** button and press **B, A, Left, Down, Up, Right**. A menu will appear that allows you to warp to any stage. Set the "Scrolls" option to "All" to start with all the Special Scroll Attacks.

MARIO PARTY ADVANCE

Cheat Codes
At any time during the game, press **START** to pause, then enter any of the following codes.
Note: Each of the "space credits" codes can only be used once per game.
Infinite health—**L, L, Left, R, Right, R, Up, Down, Left, R, Right, L**
All weapons/refill ammo—**L, R, Left, R, L, Right, L, R, L, R, Left, R**
500 space credits—**Right, Left, Right, Left, L, R, Up, Up, R, R, L, L**
1,000 space credits—**Up, Down, Up, Down, Left, Right, L, R, L, R, R, L**
5,000 space credits—**Up, Right, Down, Left, L, L, Right, Left, R, R, L, L**
Stage Select
At the main menu, press **Left, Down, L, L, Up, Down, R, Right, Up, Right, L, R**. You'll hear a signal and a "Level Select" option will appear. Note: The "space credits" cheats listed above will not work if you start a game using the Level Select option.

MEGA MAN BATTLE NETWORK

Sega Scream
If you press **A, B** or **START** at least eight times during the copyright screen that appears at the start of the game, you'll hear the famous "Sega!" scream at the Sega logo instead of the "singing" version.

MEGA MAN: MAVERICK HUNTER X

Cheat Codes
Choose "New Game" from the main menu, then enter any of the following codes at the "Enter Name" screen.
S A M I B E—Start with 99 lives
S A M I W A S—Unlock all missions
S A M I A M—Enemies' attacks don't touch you.
Note that you can't combine the effects of all the codes, you must use only one at a time.


by Nicholas McDade, [illegible]

by Christine Thiem, San Diego, CA


by Jacob Woodburn, Oklahoma, OK


by Allen Richter, Bellevue, OH

However, if you simply press **START** during the game to pause, then highlight the "Resume" option and press **SELECT**, you will have the benefits of the "Enemies attacks don't touch you" code, even if you haven't entered any of the above codes

MAGINE KANGAROO

Password
Palm Tree, Lamp, Frog, Glove, Kao—Unlock all levels

KARNAJAM RALLY

Cheat Codes
Choose an empty save slot at the "Select Career" screen and enter one of the following names to unlock various options.
L I G A – I—Unlock Level 3 tracks and vehicles, start with $2,000 cash
L I G A – I I—Unlock Level 3 tracks and vehicles, start with $3,000 cash
L I G A – I I I—Unlock Level 4 tracks and vehicles, start with $4,000 cash
I D R U L E Z—Unlock all tracks and vehicles + bonus race in Career mode
L E P P A—Play as Mr Leppa

KIM POSSIBLE: REVENGE OF MONKEY FIST

Password
Ron, Kim, Kim, Guard, Guard, Guard, Guard—Start new game with all extras unlocked
The password system uses the pictures of the various characters from the TV show. The first picture in each box is always Kim. If you push **Down** on the D-pad, the remaining characters are shown in the following order: Ron, Shego, Wade, Monkey Fist, Rufus, Draken, Guard

LANDROFT: TOWN & TURTLE

Passwords
GAZE, MEDI, HAXE, PATH, BONE, TREE, LINK—Wolf's Fang Peak
KURZ, WEFX, MEMO, HEAR, FITZ, ELRC, CLIK, MGSL—Angkor Wat
ROMA, MONK, AEON, TIME, OLIM, LAND, DART—Laconia Island
HILL, CHEX, STLK, MECH, ARKD, MUSH, SPOK, LITH—Teg-Du-Bhorez Headquarters
ARIA—See the credits

LILO & STITCH

99 Lives
Highlight "Start Game" at the main menu, hold **R** + **SELECT** and press **A** to begin the game with 99 lives.
Passwords
Stitch, Ray Gun, Stitch, UFO, UFO, Stitch, UFO—Level 1: Kuai
UFO, Ray Gun, Stitch, Stitch, UFO, Stitch, UFO—Level 2 Lilo 1
Stitch, Pineapple, Stitch, UFO, Stitch, Stitch, UFO—Level 3 Space 1
UFO, Pineapple, Stitch, Stitch, Stitch, Stitch, UFO—Level 4 Junkyard
Stitch, Ray Gun, UFO, UFO, UFO, UFO, Stitch—Level 5 Lilo 2
UFO, Ray Gun, UFO, Stitch, UFO, UFO, Stitch—Level 6 Space 2
Stitch, Pineapple, UFO, UFO, Stitch, UFO, Stitch—Level 7: Trains

LIZZIE MCGUIRE: QUEST FOR FASHION

Cheat Code
Choose "PDA" from the main menu, then select "Best Friends" and add the name "cheater" (all in lowercase) to your Best Friends list to unlock all of the "Games" and "Fun With Friends" options

MARIO & LUIGI: SUPERSTAR SAGA

Bonus Coins
Hit Mario with a hammer to make him mini-Mario. Set Luigi's command to High Jump. While Luigi is in the air, make mini Mario jump repeatedly to keep him up. You'll get one coin and Luigi will lose one health every time he gets hit. (Luigi's health can't go below 1.)

MEDIEVAL LORDS

Cheat Passwords
L V F R V R D D—Invincibility
N F N T M M D D—Infinite ammo
L L W P N S D D—Have all weapons

METROID PRIME

Original Metroid Passwords
After beating the game, the original *Metroid* becomes unlocked. The following passwords are for the original *Metroid*
• Start with infinite health, missiles and all upgrades
N A R P A S S W O R D 0
0 0 0 0 0 0 0 0 0 0 0 0
• Start with suitless Samus
0 0 0 0 0 0 0 0 0 0 2 0
0 0 0 0 0 0 0 0 0 0 2 0
• Start at Norfair with suitless Samus
J U S T I N B A I L E Y
– – – – – – – – – – – –
• Start on Norfair with suitless Samus with brown/blonde hair
S A M U S B R I D L E Y
4 4 4 4 4 4 4 4 4 4 4 4

Level Skip
At any time during gameplay (not while paused), hold **L** + **R** + **A** and press **Up** to complete the current level.
Invincibility
At any time during the game, press **START** to pause. At the pause screen, hold **L** + **R** + **B** and press **Down**, you'll hear a special sound effect to confirm. Now your energy will automatically refill whenever it gets too low. Entering the code again will disable it
Exit Level
While at the pause screen, you can return to the level-select screen by pressing **L** + **R** + **A**.

MONSTER MAKER

Quick Koins
Choose "Profile" from the main menu, then create a new profile and enter your name as "KWIKKASH" to start with 25,000 koins.

MOTOCROSS MANIACS

Change Weapon Colors
At the match-up screen before a fight, press any of the following button combinations and hold them down until the battle begins to change the color of your weapons
Black—Press and hold **Up** + **L** + **R**
Blue —Press and hold **Up** + **A**
Green—Press and hold **Up** + **L**
Orange—Press and hold **L** + **R**
Purple—Press and hold **Up** + **R**
Red—Press and hold **R** + **A**
Yellow—Press and hold **L** + **A**

MR. DO!

Cheat Password
Choose "Continue" from the main menu and enter the password "K07G6" to unlock all of the difficulty settings and Activity Mode mini-games

MUSIC 2000

Unlock Beach and Street Courts
At the main menu, select "Season," then select "Password" and enter "LHNGGDBLBJGT" as your password. The text "Courts Unlocked" will appear at the bottom of the screen

NARC

Cheat Code
At the main menu, hold the R button and quickly press **START**, **SELECT**, **L**, **SELECT**, **START**; you'll hear Stimpy say, "Oh, joy!" if you're fast enough. Now the secret character is unlocked as well as all tracks, cups and difficulty levels

NASCAR: DARLINGTON

Passwords
1 3 T Y N L P 1 8 J 3 4—Level 1 Boss
P P T D D L S 1 8 J 2 6—Level 2 Boss
K J R F N L K H 8 J 3 9—Level 3 Boss
T F Q F N L 9 H 8 J 2 R—Level 4 Boss

NBA JAM

Password
T H Q M P M D 1—Unlock Music Player

PAC-MAN

Pac Attack Puzzle Mode Passwords
S R Y—Stage 10
M W S—Stage 20
W H T—Stage 30
R M N—Stage 40
W L C—Stage 50
T M P—Stage 60
W T M—Stage 70
B S K—Stage 80
B T F—Stage 90
L S T—Stage 100

PAC-MAN WORLD

Passwords
Choose "Continue" from the main menu, then use the "Enter Password" option to input any of the following codes. Press **R** at the Options menu to view the Sound Test, Movie Test and View Ending options.
I 0 P 3 N S N D T 3 S T !—Unlock Sound Test
M 0 V 1 3 P L 3 5 3 N T !—Unlock Movie Test
S H 0 W M 3 3 N D 1 N G !—Unlock View Ending
D 0 N T N 3 3 D M 0 N 3 Y—Unlock Boss Mode at Game Start menu

PAC-MAN WORLD 2

Cheat Passwords
Choose "Continue Game" from the main menu, then enter the following cheat codes
1 M M D R T 4 L—Infinite lives
B V L L T Z—Infinite bullets/cannonballs
G 0 0 D 1 3 S—Start with pistol, sabre and triple cannons
S H 3 3 P—Soldiers and pirates turn into explosive sheep as soon as they see Jack
G 3 N 1 V S—More aggressive enemies
C R 3 D 1 T S—See the game's credits
L 1 T T L V N—See a picture of a baby
Stage Passwords
V T T W 8 4 Q 3 N G—Find the five bags of gold
N 1 F 3 P G 7 C 7 T—Defeat the merchant vessels
2 W Q 6 Z 8 H 8 0 1—Find the buried treasure
L R W 7 0 9 C 7 X 8—Explore the pirate caves
W K 3 1 J M V Z 1 H—Bring Sightless Sam to Crooked Cove
N G J 3 H 5 P 9 M 6—Find the King's Gold
D T T Y 7 M T S H Q—Defeat the British fleet
T 1 F 5 M 1 8 3 1 Q—Find the corvette
S 3 Y P 1 P ? C 9 2—Find the Dog's Tongue at Dodo Perch
7 W 1 N N X D J Z 4—Find the treasure on Scurvy Beach
N G J V R L T J 7 X—Loot the temple on Turn Boom Island
L H W 2 7 S H 5 1 B—Defeat the mysterious pirate ships
W K 3 9 J 6 Z 0 ? H—Rid Crooked Cove of the mysterious pirates
C X X 9 Y H R N G Q—Destroy the fort at Hispaniola
L H W 2 R 9 1 1 B 8—Exp ore the Aztec temple at Hispaniola
W K 3 7 7 C H T G P—Defeat the Spanish fleet
N G J X 7 5 7 0 V H—Defeat the ghost pirate fleet
0 T T 6 T W M ? 8 5—Escort the Governor to meet the Spanish ambassador
T 1 F X 4 J P 3 K C—Find the Aztec coin on Dead Man's Eye
6 L 9 G 4 N Z P P C—Bring nine lanterns to the cliff top
S 3 W M Q 6 J T 6 F—Battle the Black Pearl at the isla de Muerta
7 W Z D 5 B 7 G 1 H—Follow the Black Pearl through the caverns
X W S 6 G H 7 3 1 S—Find and defeat Barbossa
L H Y ? H Q 4 W 7 B—Final battle with Barbossa

PAC-MAN WORLD 3

Passwords
H 7 Z 3—Level 2 (Elephant)
F D R 0—Level 3 (Crocos)
Z W W P—Level 4 (Lapinor)
S R 8 Q—Level 5 (Singy)
G Z W 7—Level 6 (Crabik)
Z 6 F 1—Level 7 (Dragon)
K D C 3—Level 8 (Rhinor)

PAC-MAN WORLD 3 (Bonus Level)

Password
Enter the password "8 Q S D" to start the game at the last boss.

PAC-MAN WORLD 3 (Bonus Level)

Passwords
L M 5 B T—Ghost Town / Turtle Cove Park
3 4 5 B T—Factory
M 3 9 B B—Turtle Cove Harbor
N 5 9 B F—Cruise Ship
P P 5 B G—Temple Ruins / Jungle
7 P 9 C J—Animarium

PAC-MAN WORLD 3 (Bonus Level)

Password
9 X L 7 G 5 B 7 8—See the credits (also unlocks all of the levels at the Rankings menu)

PAC-MAN WORLD 3 (Bonus Level)

Password
6 7 M B - F N N G - V L & Y - F W Z 5—Unlock all stages

PAC-MAN WORLD 3 (Bonus Level)

Password
Choose "Password" from the main menu and press **Right**, **L**, **Up**, **Down**, **B**, **Left**, **Left**, **Right**, **Left** to unlock all levels in one-player, multi-player and Deathmatch modes.

PAC-MAN WORLD 3 (Bonus Level)

Secret Character
At the Character Select screen, highlight Tarquin, then hold **L** + **R** + **SELECT** and press **Right**. Olaf from *The Lost Vikings* will become playable in both Normal and Vs modes
Secret Race
Choose Vs. mode at the main menu. Select your player and vehicle, then choose "Change Planets" from the menu at the bottom of the screen. Highlight the planet NHO, then hold **L** + **R** + **SELECT** and press **Right**. Now you can race against J.B. Slash on the Inferno track.

PAC-MAN WORLD 3 (Bonus Level)

Password
8 I P 3 5 6 B T—Unlock all levels

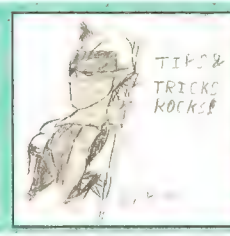
PAC-MAN WORLD 3 (Bonus Level)

Password
, S J R J K S L X C F J—Unlock all levels

PAC-MAN WORLD 3 (Bonus Level)

Cheat Mode
Enter "C H T M D 2" at the Password menu to unlock the following functions.
• Hold **SELECT** and press **R** to skip the current stage
• Hold **SELECT** and press **L** to have the current character captured by the Phantom Virus
• Hold **SELECT**, then hold **START** to play in slow-motion

TIPS & TRICKS Reader Art Gallery



• Sound test options will appear at the bottom of the Options menu (press B to hear each sound)
Stage Passwords
G L @ D 1 @ T R -Level 2 Roman Coliseum
1 C R 3 3 P 3 R -Boss Monster, The Creeper
S P L @ S H—Level 3 Ocean Chase
J V N G L D V P—Level 4 Prehistoric Jungle
G H @ T R G H I—Boss Monster Gator Ghou
1 C 3 R @ L L Y—Level 5 Arctic Snow Chase
B S Y D T H 3 C—Level 6 Ocean Boardwalk
1 R @ N F Y C 3—Boss Monster Old Iron Face
@ M V Z M 3 N T—Level 7 Video Arcade
P S K Y K 1 D S—Start in the Video Arcade with all items and all CDs available in the University Lab
W H @ D N N 1 T—Ending

THE SCORPION KING: SWORD OF OSIRIS

Stage Select + Character Select
At the main menu, select "Continue," then press **Down**, **Down**, **Right**, **Up**, **Right**, **Up**, **Right**, **Down**, **Down**, **START**. A stage select menu will appear. At the stage select menu, point the arrow to the name of the stage you want to play, then press **START** to play as Mathayus or **SELECT** to play as Cassandra

THE SIMPSONS: ROAD RAGE

Unlock All Characters, Vehicles and Missions
Choose "Options," then select "Set Password" and input the following Simpsons character icons: Maggie, Willy, Bart, Chief Wiggum, Apu, Moe, Krusty, Barney

SONIC ADVANCE

Play as Sonic w/Tails
Choose "Game Start" from the main menu. At the character-select screen, highlight Sonic, then press **Up**, **Right**, **Down**, **Right**, **L**, **Right**, **R**, **Right**, **A**. You'll hear a chime to confirm. Now you'll be playing as Sonic with Tails following behind you, just like *Sonic the Hedgehog 2* on the Sega Genesis

SPACE CHANNEL 5: ULALA'S COSMIC ATTACK

Auto Play Mode
At any time during gameplay, hold **L** + **R** and press **Up**, **Left**, **A**, **Left**, **A**, **Down**, **Right**, **B**, **Right**, **B**. Now the game will play by itself

SPIDER-MAN: MYSTERIO'S MENACE

Password
Enter the password "J V 3 1 " to begin the game with all levels unlocked and all items.

SPONGEBOB SQUAREPANTS: SUPERSPONGE

Password
Enter the password "W M B T" to select any level

SPY HUNTER

Secret Codes
Enter any of the following codes as your name when creating a new agent file, the corresponding cheat will then be active, but only when using that particular file
E D A C R A—Unlock Arcade Mode
S U P E R S P Y—Unlock "Super Agent" difficulty option at mission select menu
B U Y M K D A—Unlock all cheats at System Options menu
Unlock Everything
Note: You must clear all three agent files in order to enter this code. Select the first file and enter your name as "BEST". Next, select the second agent file and enter your name as "GAME", then select the third agent file and enter "EVER" as your name. Now select the "BEST" save slot and you'll find that Arcade Mode, all of the cheats and all of the missions have been unlocked, including the "Super Agent" missions. Once this code is in place, you may delete the "GAME" and "EVER" agent files if you wish

STAR WARS: FIGHTER SQUADRON

Cheat Codes
At any time during gameplay, press **START** to pause, then hold the **L** + **R** buttons and press **Up**, **Right**, **A**, **START**, **A**, **Down**, **A**, **START**, **START**. The game will automatically unpause. Press **START** to pause again, then press **A** to quit. Now you can enter the following cheat codes by choosing "Password" from the main menu
S P V D—Infinite shield
M O N G—Infinite lives
B L 0 8—Unlimited missiles
G 0 G 0—Rapid fire for main weapon (hold A button)
F V N K—Unlock all levels
G 0 0 N—Add "View Credits" option to Options menu
F 4 C 3—View developer image gallery

STAR WARS: THE NEW DROID ARMY

Cheat Codes
Enter the following codes at the password menu. An "invalid password" message will appear, but the cheats will still take effect
2 D 4—Enable stage select (press **L** or **R** at the main menu to choose a stage)
F R C—Unlock all force powers
B I T—Start with 200 health and Force power
S K Y—Play as Luke Skywalker
B T W—Dragonal control scheme
L N G—Unlock "Language" option at the Options menu

SUPER MONKEY BALL

Cheat Codes
Enter the following codes at the title screen while the words "Press START" are flashing. Note: The codes must be entered very quickly. Unlock all stages in Practice mode, all minigames and "Credits" option at the Game Options screen—**Down**, **Down**, **Up**, **Up**, **Left**, **Right**, **Left**, **Right**, **B**, **A**
Blocky graphics with improved frame rate—**Left**, **Left**, **Right**, **Right**, **Down**, **Down**, **A**

SUPER PUZZLE FIGHTER II

Play Against Devilot
To play against Devilot in Arcade Mode, you must accomplish five different things
1 Defeat an opponent within one minute in one round.
2. Have at least one Super Combo.
3 Have a "Max Chain" of 4 or more.
4 Have a "Max Power Gem" of 20 or more
5 Reach Stage 7 without using any continues
Play Against Dan
To play against Dan in Arcade Mode, you must accomplish five different things
1 Never defeat an opponent within one minute in one round.
2 Never perform a Super Combo
3 Have a "Max Chain" of 3 or less.
4 Have a "Max Power Gem" of 18 or less.
5. Use at least one continue before reaching Stage 7
Secret Characters
Each of the following codes works at the character-select screen in Arcade Mode or Link Battle mode
Akuma (Player 1)—Highlight Morrigan, hold **SELECT**, press **Down**, **Down**, **Down**, **Left**, **Left**, **Left**, **A**
Akuma (Player 2)—Highlight Felicia, hold **SELECT**, press **Down**, **Down**, **Down**, **Right**, **Right**, **Right**, **A**
Dan (Player 1)—Highlight Morrigan, hold **SELECT**, press **Left**, **Left**, **Left**, **Down**, **Down**, **Down**, **A**
Dan (Player 2)—Highlight Felicia, hold **SELECT** press **Right**, **Right**, **Right**, **Down**, **Down**, **Down**, **A**
Devilot (Player 1)—Highlight Morrigan, hold **SELECT**, press **Left**, **Left**, **Left**, **Down**, **Down**, **Down**, **A** (same as Dan code, but you must press **A** at the exact moment when the timer is at the 10-second mark)
Devilot (Player 2)—Highlight Felicia, hold **SELECT**, press **Right**, **Right**, **Right**, **Down**, **Down**, **Down**, **A** (same as Dan code, but you must press **A** at the exact moment when the timer is at the 10-second mark)
Hsien-Ko's sister (Player 1)—Highlight Morrigan, hold **SELECT**, press **Right**, **A**
Hsien-Ko's sister (Player 2)—Highlight Felicia, hold **SELECT**, press **Left**, **Left**, **A**
Anita (Player 1)—Highlight Morrigan, hold **SELECT**, press **Right**, **Right**, **A**
Anita (Player 2)—Highlight Felicia, hold **SELECT**, press **Left**, **A**
Secret Characters (Versus Mode)
Each of the following codes works at the character-select screen in Versus Mode
Hsien-Ko's sister (Player 1 only)—Highlight Morrigan, hold **SELECT**, press **Right**, **L**
Anita (Player 1 only)—Highlight Morrigan, hold **SELECT**, press **Right**, **Right**, **L**

TEKKEN: THE KNIGHT OF LODIS

Music Mode
At the main menu, select "New Game." When the "Enter Name" prompt appears, enter "MUSIC ON" as your name. Instead of starting a game, you'll automatically enter a special mode where you can listen to all of the background music in the game.

TEENAGE MUTANT NINJA TURTLES

Extra Difficulty
At the title screen—when the words "Press Start" appear—press **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, **B**, **A**. You'll hear a cheer to confirm, now the "Very Hard" difficulty setting is unlocked
Bonus Game Passwords
L S M M S—Unlock Course 1
S S L D M—Unlock Course 2
M S S L D—Unlock Course 3
S R L M D—Unlock Course 4
L S D R M—Unlock Course 5

TETRIS WORLDS

"Popular" Mode
Choose "Marathon" from the main menu, then hold **L** and press **SELECT** at the "Select Game" screen in Marathon mode. A new option called "Popular" will appear; this mode features simplistic graphics which are more like the original *Tetris* and does not include the "Ghost Piece" feature

TONY HAWK'S PRO SKATER 2

Main Menu Cheat
The following code can be entered at the main menu screen. Each time you enter a code correctly at this screen, the menu wheel will spin and you'll hear a signal to confirm
Change all of the blood and grinding "spark" effects to smiley faces—Hold **R**, press **START**, **A**, **Down**, **B**, **A**, **Left**, **Left**, **A**, **Down** (enter the code again to disable it)
"Paused" Menu Cheats
Press **START** during a game and you can enter any of the following codes at the "Paused" menu. Each time you enter a code correctly, the screen will shake and you'll hear a signal
Unlock Spider-Man as a playable character—Hold **R**, press **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, **B**, **A**, **START**
Unlock Mindy as a playable character—Hold **R**, press **A**, **Left**, **Left**, **Up**, **Right**, **B**, **A**, **START**
Get enough money to unlock all of the game's levels—Hold **R**, press **A**, **START**, **A**, **Right**, **Up**, **Up**, **Down**, **Down**, **Up**, **Up**, **Down**
Zoom in and out repeatedly—Hold **R**, press **Left**, **A**, **START**, **A**, **Right**, **START**, **Right**, **Up**, **START** (enter the code again to disable its effects)
Additional Cheats
The following codes can be entered either at the main menu or the "Paused" menu:
Unlock all of the cheats at the Options menu—Hold **R**, press **B**, **A**, **Down**, **A**, **START**, **START**, **B**, **A**, **Right**, **B**, **Right**, **A**, **Up**, **Left**
Disable blood effects—Hold **R**, press **B**, **Left**, **Up**, **Down**, **Left**, **START**, **START** (enter the code again to turn the blood effects back on)
Spider-Man Super Wall Rides—Hold **R**, press **Right**, **A**, **Down**, **B**, **A**, **START**, **Down**, **A**, **Right**, **Down** (this code will not work unless you have already unlocked Spider Man as a playable character. With the code in place, if you play as Spider-Man and do a wall ride, you will continue to move up the wall until you hit the ceiling or the edge of the screen)
All levels 100% complete—Hold **R**, press **B**, **A**, **Left**, **Down**, **B**, **Left**, **Up**, **B**, **Up**, **Left**, **Left** (this code also unlocks all of the cheats at the Options menu, the two secret characters and gives you all the money in the game). Note: If you enter this code at the main menu and not the "Paused" screen, you must immediately choose the "Continue Career" option from the Career Mode menu or the code's effects will not appear

TOP GEAR RALLY

Secret Codes
Choose "New Game" from the main menu and enter any of the following codes at the "name entry" screen
r o g u e o p s—All obstacles are replaced with cows (which you can drive right through)
m o o n w a l k—Low gravity
r c r a c e r s—Tiny car
h o v e r c a r—Hover car

TUROK: EVOLUTION

Inventory Password
Enter K L 9 B 7 N T 4 6 5 as your Inventory Password to start with lots of weapons and ammo
Level Passwords
6 T 8 K—Battlefields 2
T 7 R 3—Battlefields 3
4 V 2 T—Battlefields 4
7 N R 1—Abandoned Subway 1
V R 0 5—Abandoned Subway 2
2 T 7 4—Abandoned Subway 3
3 9 K V—Abandoned Subway 4
K V 4 1—Jungle of Darkness 1
V 0 5 2—Jungle of Darkness 2
3 6 7 8—Jungle of Darkness 3
L V 1 5—Jungle of Darkness 4
3 K 2 1—The Fortress 1
9 V L 2—The Fortress 2
T V 7 L—The Fortress 3
5 R T V—The Fortress 4
K 6 9 L—The Final Frontier 1
7 5 9 T—The Final Frontier 2
3 6 4 V—The Final Frontier 3
T K 8 N—The Final Frontier 4

WOLFENSTEIN 3D

Secret Codes
Press **START** at any time during the game to pause, then enter any of the following codes at the Options menu.
All weapons and keys for the current level/refill health and ammo—Hold **L** + **R** and press **A**, **B**, **B**, **A**, **A**, **A**, **A**, **A**
Invincibility—Hold **L** + **R** and press **A**, **A**, **B**, **A**, **A**, **A**, **A**
Skip to the next floor—Hold **L** + **R** and press **A**, **B**, **A**, **A**, **B**, **B**, **A** (enter this code in the first level to play a secret stage)
Skip to 9th floor—Hold **L** + **R** and press **A**, **B**, **A**, **A**, **B**, **B**, **A**, **A**

YOSHI'S ISLAND: SUPER MARIO ADVANCE 3

Bonus Stage Menu
At the stage-select screen, hold the **SELECT** button and press **L**, **L**, **B**, **A**, **R**. A secret menu will appear that allows you to play any of the game's mini-battles.

by Josh Lefevre
Mattawan, MI


by Nick Tice

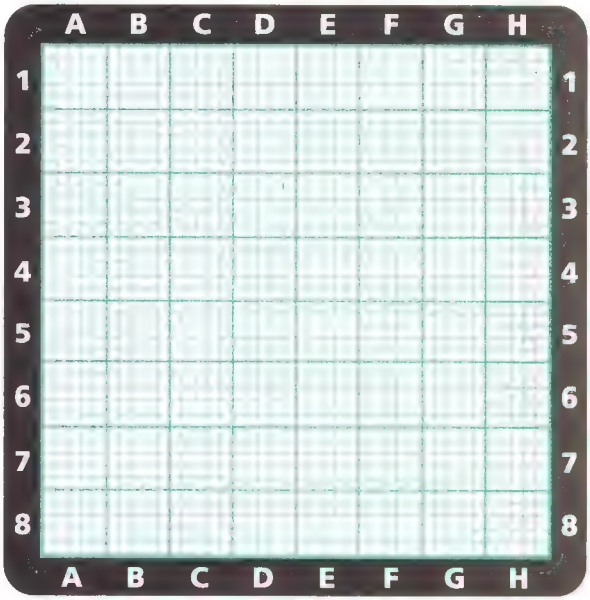

by Jason Nelson

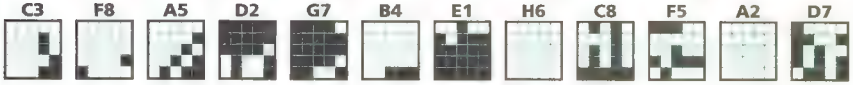

by Adam Hruska
Fremont, NE

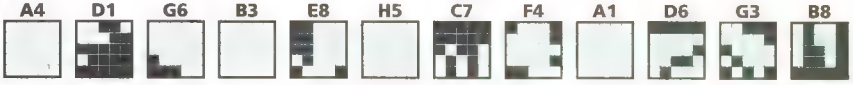
TIPS & TRICKS

Grab a pencil and get ready to unlock the secret images in our monthly feature: *Tips & Tricks Pencil Puzzles*! Every issue will include two puzzles featuring your favorite video-game characters. It's up to you to put the pieces together and figure out what the pictures are! Follow the instructions on the next page to reveal the hidden images. It's easy; you don't need math skills and you don't have to be a great artist. If you can fill in a square, you can unlock the mystery!

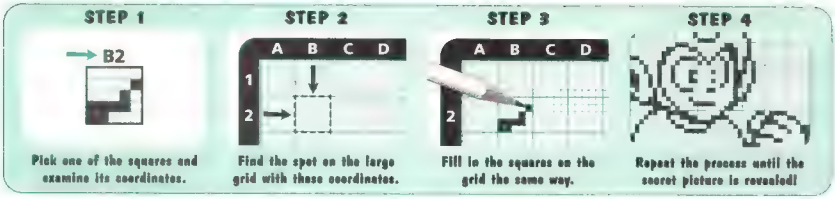
Pencil Puzzles

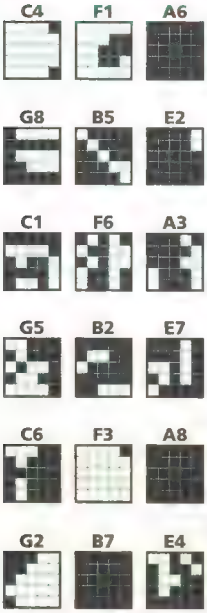


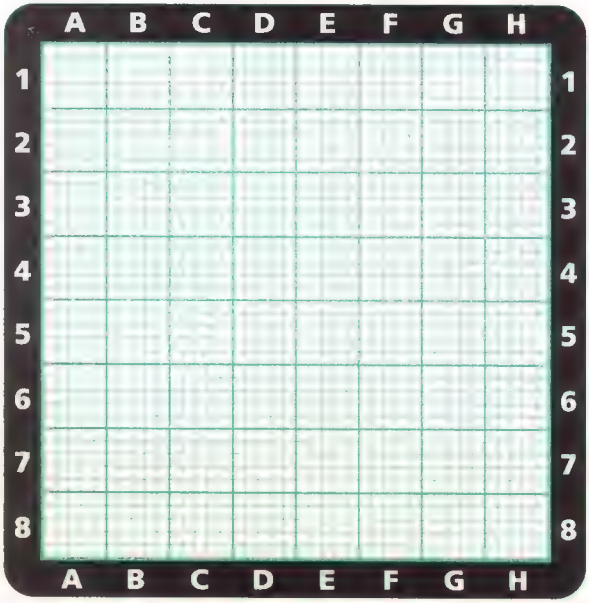


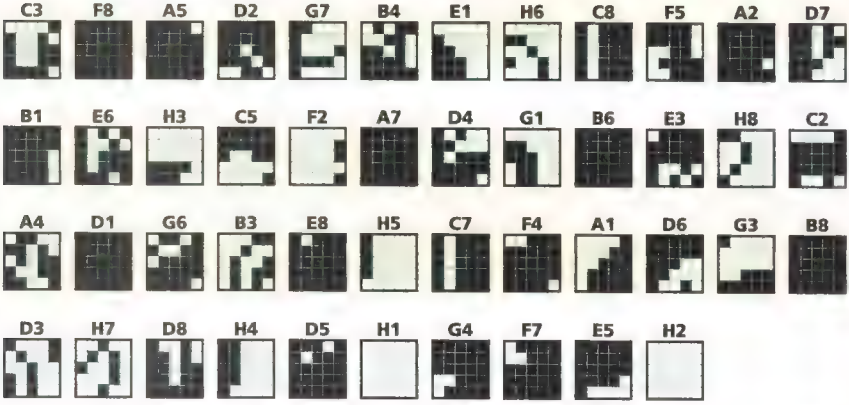


Directions


STEP 1
B2
Pick one of the squares and examine its coordinates.
STEP 2
A B C D
1
2
Find the spot on the large grid with these coordinates.
STEP 3
A B C D
2
Fill in the squares on the grid the same way.
STEP 4
Repeat the process until the secret picture is revealed!


C4 F1 A6
G8 B5 E2
C1 F6 A3
G5 B2 E7
C6 F3 A8
G2 B7 E4


A B C D E F G H
1 2 3 4 5 6 7 8


C3 F8 A5 D2 G7 B4 E1 H6 C8 F5 A2 D7
B1 E6 H3 C5 F2 A7 D4 G1 B6 E3 H8 C2
A4 D1 G6 B3 E8 H5 C7 F4 A1 D6 G3 B8
D3 H7 D8 H4 D5 H1 G4 F7 E5 H2

Codes for use with Action Replay Max Game Enhancer (PlayStation 2) and Action Replay Game Enhancer (GameCube)

PlayStation 2

Mafia

YUC9-A4KB-XAUX2 + XPXK-893J-NY7C4—[M] Must be on
0PJZ-Q66F-WZZHG + 2TRY-Z1AB-M1678 + GF2F-GDGM-RG9CX—All cars/race modes
NNKU-68P2-A49FV + MZDT-J8HH-98AGX—Infinite health in car

Maximo vs. Army of Zin

MPJ7-0JFH-XYU80 + T7TE-PXYP-3FC3R—[M] Must be on
YDCY-Z9NJ-19AEW + 88MC-EZ5U-4HZQ1 + V966-T9N6-WMCFN + 2Q0E-30Y2-384N5 + 7U9K-WPB1-EPHPX + 8U5V-ZFFF-RFA7F + YHNC-UWW5-44HW7 + CXU0-NBQY-N2RUH + G2R9-XB5T-8QZ4G + DY36-A2J6-UJMD0—All weapons/upgrades
1HMA-V0EB-0PTVN + 68XJ-XN04-ZPUBU—Max. Death coins
VPBU-6EBF-YDCWG + J4C5-2EFE-HWQ58—Max. Koins
WN9P-R4EN-XH102 + 2ZP6-54YZ-HW97G—Max. spirits
APRT-VVZA-GKF40 + H4ZC-9K6E-62YHE + 9A76-ZCZK-G0FFZ—Max. armor
WVQ0-ZA9H-XYTKV + WPZ8-0WY0-7C9VY + 5W5B-3D3N-6R1Y2—Max. super power
MKW4-3BQQ-XCETQ + 292C-X9AR-Y84A6 + NWV0-HE5B-YND4G—Max. Grim meter
0EZX-5KR6-YZX8G + RWR5-7T3P-1FVVZ—Infinite health & Grim
N7CG-3Q8V-Z4GZ6 + EEZU-6PQ8-N9BQV—Flying jump/attack & move
15FH-XUP8-RNQ8V + YQNM-KZBW-WWTF3 + D5PA-1YDG-UF9FM + NC9P-XV0Z-CTZZ0 + JD0W-HFM8-UQREP—Press **X** for super jump

GameCube

NFL Street

WVBW-4ZQV-MY4G1 + A4EK-RK4D-AAWWR—[M] Must be on
QRXY-MUJU-WFVKA + 342W-FWPW-76U4N—Infinite challenge time
F1TJ-FBD8-W5ZAZ + 41JR-3X76-E9DJD—GameBreaker full after one play (left team)
VQ5M-N8GN-JXK2F + 5UUV-XRQQ-E4DWR—Infinite turbo (left team)
8DV6-Y3WU-FYW2Y + 3UR4-BQQZ-0529P—GameBreaker full after one play (right team)
44HG-JKG6-9W8QB + 1NMU-DCVD-3BBJT—Infinite turbo (right team)
QYGR-AQXE-B1RCH + 1QZZ-A67K-EPD8E—Max./infinite Player Dev. points (first created profile)
F2PW-6KPV-HBAX3 + 96N0-C699-VC03G—Max./infinite Challenge points (first created profile)
6JZ1-ERDC-TYTQJ + DUW0-4W9H-9X1ZU—Max./infinite Player Dev. points (second created profile)
JNP6-TNUE-ZFZCH + RY9U-C752-PURVT—Max./infinite Challenge points (second created profile)

Sonic Heroes

XZV6-JT1B-WRPN1 + 3J4W-V0VG-PGY5E—[M] Must be on
8UGV-YEXD-D378X + 2ADK-8HCY-J5CXX—Infinite rings
0CJ2-QA16-CUHY2 + PKAK-Z5XF-ZRR3K—Infinite lives
997Z-Z36A-K2PTB + JA4U-CFF7-EX4X8 + RZUF-DAKV-7NGBM + BDJG-VEVZ-B5Q8T—Max. score
VVJQ-XMAR-49CR4 + 3UFR-8HWV-6XAJ8—Always low stage time
E5AN-E0ET-J4RMA + G0RG-Z4K6-ZTT6F—Infinite/low time in timed events
J6V7-9MCR-X35GR + X7TE-PX4J-UBM1C—Always max. Team Blast gauge
TT4Y-DU6R-6YAA4 + HHEB-BYYA-8RYAF—Max. level (1st character)
QYWP-JY3Y-VU25Y + VMZB-4YQY-H3W5Y—Max. level (2nd character)
C4XG-CHPA-69P2N + 95WT-6BQN-JY1Z5—Max. level (3rd character)
93V6-G8AM-1VB28 + DWNP-EU66-P98EE—Max level (all characters)
7KC2-HVKJ-1JBRC + TGV5-C3DY-QH6F8—Infinite flight energy

XIII

QECJ-N5Z3-QAXBF + Q6UN-NYPY-6KMKR + NKQZ-YVY6-1FBTV + D4F8-2JXT-JG522 + PJWJ-NUDZ-3N1FR + MU2Z-1T3H-67QBU + MCHY-AC47-4GAJA + R1BX-5QP5-E8968 + X1QR-AFY1-0CJRH—[M] Must be on
GMFY-U3AT-XMC3Z + EJGK-VZUF-NG7G7 + GB49-5JZN-WA2W0—Infinite health
P799-TPRY-CGBF5 + KTYE-ZE34-8T78H + WWYC-K29W-B4FM2 + 4W9U-9BVB-3PD79 + 3K45-PV0X-GYKF8—Infinite ammo
8CEH-NEXM-PMD81 + A19G-3CBK-VJ5Q5 + 6310-7XME-GBAX1—Can breathe underwater
ANNX-1U0J-Y0RZT + R4WT-TQEM-EK8NE + 5EUF-BGP8-AR2V4—Super speed

Codes for use with GameShark 2 Video Game Enhancers (Version 3 only)

PlayStation 2

Baldur's Gate: Dark Alliance II:

94D530BC-98B696F6—[M] Must be on
14001376-9FF812F6—Max. level (Player 1)
249351C0-56E11A4C—Max. experience (Player 1)
24D6F480-04614D34 + 24D6F480 04614D84—Infinite health (Player 1)
24D4B788 44604C2C + 24D4B788 44604C1C—Infinite energy (Player 1)
14009676 9D780036—Max. level (Player 2)
2493D6C0 5461088C—Max. experience (Player 2)
2496D7C0 046149B4 + 2496D5C0 04614904—Infinite health (Player 2)
249495C8 446048AC + 249495C8 4460489C—Infinite energy (Player 2)

Fallout: Brotherhood of Steel

94D011AC-116E1C64—[M] Must be on
24D29CFC-BDF40379—Infinite ammo
2544113E-DF3DDB2E—Infinite caps (Player 1)
55901228-9634D5DC + 392354A5 3BAB91C0—Infinite health (Player 1)
254C533E-CFBEC92E—Infinite skill points (Player 1)
2544113E-DFBDC92E—Infinite caps (Player 2)
55D01228-96B4C39C + 3923D4A4 AB2B81C0—Infinite health (Player 2)
254C533E CF3EDB2E—Infinite skill points (Player 2)

Sonic Heroes

949082BC-95E61BC8—[M] Must be on
24103568-32B4C3DF—All characters max. level
24913674-BDBCD549—Disable timer
24009368-3A34C768—Infinite lives
24009878-9AB4936F—Infinite rings
249056E8-24B4D5EA—Infinite Team Blast gauge
249812AC-B416C76D—Infinite Flight gauge

Game Boy Advance

Metroid: Zero Mission

977CA5-288177 + D61686-8C6ABA +
0D7FE2-EB7C69—[M] Must be on
F90128-A3965B—Infinite health
E0416C-C3944B—Max. health
C0416E-C7D44A—Infinite normal missiles
F14168-C3965B—Max. normal missiles
992D2A-247C7A—Infinite super missiles
A06D6C-403E6B—Max. super missiles
992F23-B47C7A—Infinite power bombs

Shining Soul

9FF5AC-E17762 + 64D864-48F497 + 8AE5F6-87729D—[M] Must be on
375A56-C28D40 + 564A5F-C0E571—100,000 cash in bank
C52B82-AF5224—999 status points
C92484-BF40EE—999 skill points
A2B054-D4B883—Infinite HP
C020D4-9E3083—Infinite SP

Yu-Gi-Oh! World Championship Tournament 2004

98261D-DE7712 + F36517-3FC00E + 236C57-FFB54A—[M] Must be on
B972D5-23B92E—Infinite LP
66C4AF-00E24B + AC7A04-8E37E7—Press **SELECT + Up** for instant win
A7035B-9C3FEC—Inflict max. direct damage
F03E0A-8882A5—Avoid direct damage
EC3744-2B38E6 + ACB2EC-2131E6—Weak opponent
593C1D-B9A01A + 4C7E40-8F96D7—Have all cards
9B641D-2DA13F—Free Ritual
F36F53-9FB4AC + CC3E08-ED94F7—Access all Duelists
2F60DF-2415E3 + 2F25DF-0497E3 + 643E4E-A994C5 + 2F60DF-2415E3 + 445F48-ADC0F7—Access all Boosters
26C4AF-04CBC3 + ADFE75-AEBDE7 + 26C4AF-04CBC3 + 6456C2-27C4CF + 26C4AF-04CBC3 + 5261C2-330038 + 26C4AF-04CBC3 + FA6384-77002E + 26C4AF-04CBC3 + 3363D3-333BA7—Activate Polymerization (press **SELECT + R**)
27CC1E-CDDFC3 + 2436CA-41ABC7 + 27CC1E-CDDFC3 + 645682-27C4CF + 27CC1E-CDDFC3 + 5261C2-330038 + 27CC1E-CDDFC3 + FA6384-77002E —Activate Raigeki (hold **R + Down**)
25F1BE 445FC3 + 8CFC64-EAA9F1 + 25F1BE-445FC3 + 645682-27C4CF + 25F1BE-445FC3 + 5261C2-330038 + 25F1BE-445FC3 + FA6384-77002E—Activate Monster Reborn (press **R + Right**)
2704B6-66DDC3 + 26CB22-EE29C7 + 2704B6-66DDC3 + 645682-27C4CF + 2704B6-66DDC3 + 5261C2-330038 + 2704B6-66DDC3 + FA6384-77002E—Activate Change of Heart (press **R + Left**)

TIPS & TRICKS®

BACK ISSUES

2000

May 2000 Syphon Filter 2: Chu Chu Rocket!, Strikers 1945 Plus, Front Mission 3 (Part 1), Pokémon Stadium (Part 2)

June 2000 Resident Evil Code Veronica: Mr. Driller, I-Spy: Operation Espionage, Front Mission 3 (Part 2), Pokémon Stadium (Part 3)

October 2000 Spider-Man: Ultimate Fighting Championship, Incredible Crisis, Street Fighter III: 3rd Strike, Ogre Battle 64

November 2000 Capcom vs. SNK (Part 1) Ridge Racer V, Eternal Ring, Armored Core 2, Army Men: Sarge's Heroes 2, Tony Hawk's Pro Skater 2, The Grid

Tips & Tricks Pokémon Report: Special Pokémon issue with exclusive feature on the creators of Pokémon, plus strategy guides for Pokémon Stadium, Pokémon Trading Card Game, Pokémon Snap and Pokémon Yellow

2001

January 2001 Gundam Battle Assault Shenmue, Smuggler's Run, WWF No Mercy, RC de GO!, Driver 2

February 2001 Mega Man X5: Scooby-Doo! Classic Creep Capers, Theme Park Roller Coaster, Banjo-Tooie, Dragon's Lair, Razor Freestyle Scooter, The King of Fighters '99, The Grid

March 2001 Star Wars Episode I: Battle for Naboo: The Bouncer, Project Justice, Blaster Master: Blasting Again, Phantasy Star Online

April 2001 Dance Dance Revolution: Paper Mario (Part 1), Metal Slug X, Onimusha Warlords

May 2001 Zone of the Enders. Metal Gear Solid 2 Trial Edition, Daytona USA, Point Blank 3, NBA Hoopz, Paper Mario (Part 2)

June 2001 The Simpsons Wrestling: Dr. Mario 64, Star Wars: Super Bombad Racing, Pokémon Stadium 2 (Part 1), 18 Wheeler: American Pro Trucker, Time Crisis: Project Titan

July 2001 Crazy Taxi 2. Mario Party 3, Mat Hoffman's Pro BMX, MTV Music Generator 2, Castlevania: Circle of the Moon, Pokémon Stadium 2 (Part 2)

August 2001 World's Scariest Police Chases: Gran Turismo 3: A-Spec, Bloody Roar 3, Sports Jam, CART Fury Championship Racing

September 2001 Klonoa 2: Lunatea's Veil: Sonic Adventure 2 (Part 1), Escape From Monkey Island

October 2001 Madden NFL 2002: Pokémon Crystal, Power Shovel, Sonic Adventure 2 (Part 2)

November 2001 Spy Hunter: X-Men Mutant Academy 2, Dave Mirra Freestyle BMX 2, Fortress, Phantasy Star Online Ver. 2

December 2001 Dragon Warrior VII (Part 1): Time Crisis II, Batman: Vengeance

2002

January 2002 Luigi's Mansion, Oddworld: Munch's Oddysee, Capcom vs. SNK 2, Mega Man Battle Network, Dragon Warrior VII (Part 2)

February 2002 Super Smash Bros. Melee WWF Smackdown! "Just Bring It," Metal Gear Solid 2, Shrek

March 2002 Maximo: Ghosts to Glory: Mega Man X6, Pikmin, Star Wars: Obi-Wan

April 2002 Star Wars Racer Revenge: Fatal Frame, Jet Set Radio Future, Smashing Drive

May 2002 Virtua Fighter 4: Sega Soccer Slam, Rallisport Challenge, Mister Mosquito, Bloody Roar: Primal Fury

June 2002 Spider-Man: Resident Evil, GUNVALKYRIE, Headhunter, The Italian Job

July 2002 Dragon Ball Z: The Legacy of Goku. Dragon Ball Z: Collectible Card Game, Medal of Honor: Frontline, Lost Kingdoms, Hunter: The Reckoning

August 2002 Stuntman: Bomberman Generation, Bruce Lee: Quest of the Dragon, WWE Wrestlemania X8, Urban Yeti!, Gundam Battle Assault 2

September 2002 The Mark of Kri: Barbarian, Eternal Darkness: Sanity's Requiem, Crazy Taxi 3: High Roller

October 2002 Super Mario Sunshine (Part 1): Onimusha 2: Samurai's Destiny, Turok: Evolution, Castlevania: Harmony of Dissonance

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2003

January 2003 Tony Hawk's Pro Skater 4: Metroid Prime, R.A.D.: Robot Alchemic Drive, Tom Clancy's Splinter Cell, Star Trek: Voyager

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May 2003 Tenchu: Wrath of Heaven: Army Men: Sarge's War, Dynasty Warriors 4, Tao Feng: Fist of the Lotus, The Legend of Zelda: The Wind Waker (Part 2)

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July 2003 Resident Evil: Dead Aim: Ultimate Muscle: Legends vs. New Generation, Evil Dead: A Fistful of Boomstick, Castlevania: Aria of Sorrow, Magic Pengel: The Quest for Color

August 2003 Ape Escape 2: Wario World, Outlaw Volleyball, Dragon Ball Z: The Legacy of Goku II, Wakeboarding Unleashed Featuring Shaun Murray

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December 2003 Ratchet & Clank: Going Commando: Kirby Air Ride, SSX3, Star Wars: Rebel Strike, Castlevania: Lament of Innocence

2004

January 2004 Tony Hawk's Underground: I-Ninja, True Crime: Streets of L.A., Dragon Ball Z: Budokai 2

February 2004 Final Fantasy X-2: Mario Kart: Double Dash!!, Fugitive Hunter: War on Terror, Mission: Impossible–Operation Surma, Monster Rancher 4

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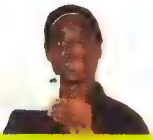


Send us a letter! Our friendly mailroom guy, Earl, will deliver it to us!

TIPS & TRICKS 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211

MADDENING

I am a displeased customer, because of the *Sports Desk* column. When is the last time you put a football game in the *Sports Desk*? An excellent example is the January 2004 issue...six pages of basketball. Most people don't like basketball; I think it is stupid. Why don't you put in a review of *Madden 2004* for the GameCube?

—Timothy P. Todd
Oklawaha, FL

Pro sports are seasonal, and so are the video games that are based on them. Our monthly Sports Desk *column was loaded with coverage of football games from August through November. And there's not much more we can say about that, except...uhh, look for some* Madden 2005 *coverage this fall!*

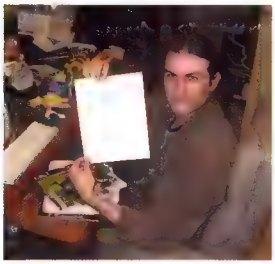
ANIMANIA

I am a subscriber to your magazine and think that it is excellent. However, I feel that your magazine would be better if it included anime or updates on anime DVDs that are coming out. Besides that, I think that your magazine is very good. I especially like your *Select Games* section and the *Japan Report*. Please show me some confirmation that you have received my letter.

—Gabriel A. Jimenez
Rancho Cucamonga, CA

Thanks for the compliments. While we have provided some of this type of coverage in the past—mostly for video game-related anime—there are other magazines that do it better. If we don't concentrate on cheat codes 24/7, we'll start to lose our touch.

To confirm that we have received your letter, here's a photo of Jason holding it. Good enough?



APES ESCAPED

I couldn't believe my eyes when I saw the apes from the *Ape Escape* series in *Monster Rancher 4*. Did Tecmo get permission to use them, or did they do it on the sly?

—Charlie Beres
Peoria, AZ

Yes, Tecmo got permission from Sony to use the Ape Escape *apes in* Monster Rancher 4, *just like Namco got permission from Nintendo to use Link from the* Legend of Zelda *series in* Soul Calibur II. *Don't you just love it when the game companies get along?*

SOMEBODY JUST WON $50

This is my first time writing to you, so if my letter doesn't get in the magazine, I don't care. First, I would like to ask you a few questions, if you like.

1) Do you know what back issue(s) the Game Boy Advance game *Driver 2* is in?

2) Do you think *Driv3r* (*Driver 3*) is going to be on the GBA? 'Cause all I own is a GBA.

3) What are a few of your biggest rivals?

Thanks. Your magazine RULES, I get all the tips I need from it.

—Derek Worth
Milaca, MN

P.S. I bet my sister 50 bucks that my letter would get in your magazine. (I hope I win the bet!)

1) We never did a strategy guide for Driver 2 *for GBA, and we don't seem to have any cheats for it, either. We'll look into that.*

2) Unfortunately, as of this writing Driv3r *has only been announced for the PlayStation 2, Xbox and PC.*

3) We don't like to mention our competitors by name, but it's pretty easy to figure out who they are: Just go to any newsstand and you'll see several different magazines that are pale imitations of Tips & Tricks *and our special-edition* Codebooks. *Sometimes they even go as far as to include the phrase "tips and tricks" on their covers. Honestly, they must think people are too stupid to tell the difference.*

Note to Derek's sister: Pay up.

AN ADULT LETTER

I enjoy reading *Tips & Tricks*, but sometimes the letters from the readers make me cringe. Are most of your readers little kids, or what? And those "Reader Art Gallery" pictures—horrible! Can't you pick some more mature letters and better illustrations?

—George Brey
Madison, WI

Actually, we have readers of all ages. We try to pick letters that ask interesting questions or make provocative comments (like yours), but sometimes we just go with what's funny. Like that kid in last month's issue who ran out of ink.

The illustrations are chosen completely at random, just so everybody has a fair chance at getting their name and artwork into the magazine. Honestly, can you imagine how excited you would be if you were a little kid and had your drawing published in a national magazine, even though you could barely hold a crayon and you had to have your mom address the envelope for you?

TOKEN OF THE MONTH

This month's token comes from the Sheraton Doha Hotel in Doha, Qatar; it was sent in by Robert Pepin, a member of the 115th MP Co. serving in Operation Iraqi Freedom. Thanks, Robert!

Arcade players and operators: Send us a token from your favorite arcade! If we choose it as our "Token of the Month," we'll print your name right here! Tape the token to a piece of cardboard (so it doesn't come loose in the envelope) and send it to:

Token of the Month
Tips & Tricks Magazine
8484 Wilshire Blvd., Suite 900
Beverly Hills, CA 90211

Gaming Gear

hardware
peripherals
accessories

Budokai fans: Check out the Dragon Ball Z Collectors Edition Arcade Stick for the PS2 from Nuby. Hefty but compact, the Arcade Stick also lets you switch into Analog mode for hardcore fighting games. Suction cups on the bottom of the controller keep it in place so you don't lose your focus during intense matches. MSRP: $29.99.

Nuby's fresh line of Dragon Ball Z accessories features some of the most colorful controllers we've seen yet. Collect all five versions of this PS2 Limited Edition Dragon Ball Z Controller: the gray SS3 Goku version, the green SS Gohan version, the blue SS Vegeta version, the red SS Trunks version and the orange Piccolo version. Each one has a picture of the character and his name printed on the surface (both in English and in Japanese), and they all have "turbo" and "slow" mode buttons so you can cheat like mad during your DBZ Budokai matches! They're also compatible with the original PlayStation. Each controller retails for $22.99.

The DBZ Collectors Edition Battle Controllers ($19.99 each) are the same as the Limited Edition versions, but with a different art style. The Battle Controllers feature classic matchups like SS3 Goku vs. Majin Buu (for PlayStation/PS2) and SS Goku vs. Cell (for GameCube). The GameCube controller also has the "turbo" and "slow" functions, plus there are two Z buttons on both sides.

Take your console to your buddy's house in style with these Dragon Ball Z Console Carrying Cases from Nuby. The larger case is for the PS2 ($29.99) and the smaller one is for the GameCube ($24.99). Each case is large enough to hold the console, controllers and a portable screen, if you have one. There are also spaces for several memory cards and game discs. The quality of these cases is top-notch and we would even recommend them to people who aren't into Dragon Ball Z!

The Dragon Ball Z Starter Kit for Game Boy Advance SP gives you everything you need for those long road trips in the back seat of the car. It comes with a very nice traveling case with the DBZ logo, a magnifier for the screen, a DC power adapter with grip handles and cigarette lighter plug. No one will question your DBZ loyalty with this set! Available now for $24.99.

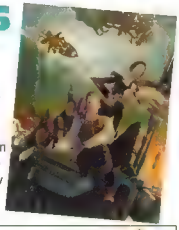
FINAL FANTASY WORLD

Vol. 8

by Charlotte Chen

If you've ever stayed up all night—even though you had an exam to study for, a 50-page term paper to write, a starving goldfish with one fin in the sky and a hundred sundry other responsibilities (like eating or bathing) that you shirked—because you were mesmerized by the glory of a *Final Fantasy* game, this new monthly column is for you!

NEW *FINAL FANTASY XII* PICTURES



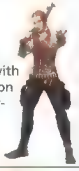
Square Enix has teasingly provided its fans with some new artwork and screen shots from *Final Fantasy XII*. Two more characters have been officially disclosed: a bunny-eared Viera named Fran and a Hume named Balfear. During my trip to Japan, a Bangaa was also clearly visible in the trailer, although there's been no further evidence of their existence yet. These two non-human character types were first introduced in *Final Fantasy Tactics Advance*, which raises interest regarding just how much of producer Yasumi Matsuno's previous works will be reflected in this new *Final Fantasy* game. In fact, in *Final Fantasy Tactics Advance*, when Ritz mentions that the alternate world is similar to *Final Fantasy*, she is supposedly referring to *Final Fantasy XII*.

Square Enix provided us with several Japanese documents containing information about these new images, and *T&T* Executive Editor Anatole Brown was kind enough to take time off from his *Japan Report* duties to provide the following translations. We don't know the context of the in-game quotes, so we'll leave it up to your imagination.

New Characters

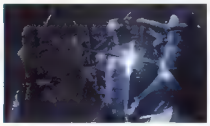
Balfear

A young pirate who brings a Viera with him. He only steals from "bad guys" and is very skilled with machine work. He has no allegiance to any nation and is a free person. Traveling the skies in an airship with Fran, his Viera tribe partner, he sometimes offends women with his "light" talk and faces his enemies holding alcohol in one hand.



Fran

A fighting woman from the Viera tribe. Balfear's partner, Fran is an expert on various weapons and is skilled in the sword arts and hand-to-hand combat as a female soldier. Not just a veteran of weaponry, she is also in charge of the ship's maintenance. The women of Viera live much longer than Humes and often their origin and age is a mystery. Although she and Balfear have traveled together and been through the hardships of travel, their relationship seems only practical



Super-realistic white knight scene. The highlights are the massive battles.

Despite her trials, Ashe puts on a happy face.

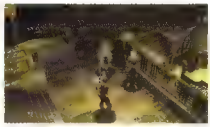
The lookout tower of Dalmasca; it looks like someone is looking down at the town.

Fran, Balfear, Ashe. All three of them entering battle.

The Archadia Empire soldiers march in line. What is the relationship with "Jaja"?

"You don't believe in Fran?" Balfear and his partner Fran trust each other from the bottom of their hearts.

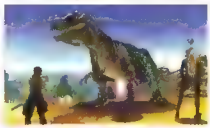
"Even for me it was impossible." With all her special powers, what could be beyond Fran's abilities?



The party continues underground. It seems to be a dungeon of sorts.

The sand and blue skies continue forever. Do the three characters traverse the map together?

Vaan stands next to a large building. Is this also a dungeon?



A large dinosaur-like monster. Balfear looks like he uses a gun for a weapon.

"This is all the water we have, so don't waste your energy." Balfear seems like a very knowledgeable advisor.

The strong-willed Balfear. This "pose" is a common habit of his.

"Feeling the Mist...I see." What is this "Mist" that Fran speaks of?

They are standing in front of something. Even their rear view is very detailed.

In *FFXII*, the character expressions are very detailed, thus adding more realism.

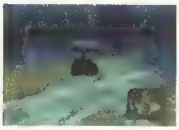
FINAL FANTASY *Flashback* *Final Fantasy VII* Blowout!

We've received a ton of questions from gamers regarding *Final Fantasy VII*, from the defeat of the two most deadly bosses to how to breed a Gold Chocobo. Since you've all been so kind, I'm going to answer all of them here. [NOTE: For those .001% of you who don't know the story, this section contains SPOILERS.]

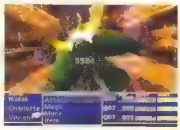
1. What do I need to defeat Emerald and Ruby Weapon?

Each of your characters should have his or her ultimate weapon and good armor, like the Mystile or Imperial Guard. The best armor is the Ziedrich, but it doesn't have many Materia slots. You should also have mastered the following Materia: W/Summon, Knights of the Round, Counter Attack, Final Attack, Revive (or Phoenix), Mime, HP Plus, MP Plus, Enemy Skill (with Big Guard learned) and Underwater (necessary for Emerald Weapon only.) You can learn Big Guard by manipulating one of the Beachplug enemies on the beaches of Costa Del Sol. [Note: Emerald and Ruby Weapon were ultimate bosses that were added to the U.S. version of *Final Fantasy VII*. The original Japanese version of *Final Fantasy VII* does not include them.]

2. How do I defeat Emerald Weapon?



Emerald Weapon is swimming around in the ocean. Once you get your submarine, you can submerge and ram into it to start a battle. Equip the Underwater Materia, otherwise the battle will be hampered by a 20-minute time limit. Also link the Final Attack and Revive Materia. At the beginning of the battle, cast Big Guard to protect the entire party. Have one character wear a linked W/Summon and Knights of the Round and have him or her cast it, then follow-up immediately by getting another character to use Mime, which won't cost MP. Use a Megalixir to heal any damage Emerald Weapon has caused, then repeat the same attacks again. Once you defeat him, you are given the Earth Harp, which you can trade to the Kalm Traveler in exchange for a set of mastered Materia. The Kalm Traveler is the man on the second floor of the rightmost house in Kalm



3. How do I defeat Ruby Weapon?

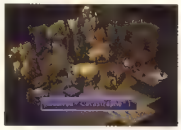
Ruby Weapon appears in the desert by the Gold Saucer after you defeat Ultimate Weapon. Fly your airship near its protruding claws and it will start the battle. If you attack Ruby Weapon with a full party, two of them will be sucked away immediately. You need to enter the battle with two of your party members already dead. Ruby Weapon's torso cannot be damaged until he sticks his claws into the sand. When this happens, quickly revive the other characters, then cast Big Guard and W/Summon with Knights of the Round. Make sure you have plenty of Megalixirs on hand, because after every summon, Ruby Weapon will counterattack with Ultima. Repeat until Ruby Weapon is dead; you will then receive the Desert Rose, which you can exchange with the Kalm Traveler to get a Gold Chocobo.

4. How do my characters learn Level 4 Limit Breaks?

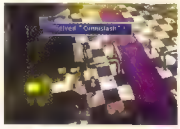
The Limit Break system is divided into four levels, with two attacks per level. In order to learn the second attack, your character must use the first attack eight times (this number is sometimes lower, but never higher.) In order to learn a higher-level Limit Break, your character needs to deliver the killing blow to a certain number of enemies. Once a character learns both attacks for the first three levels, then they're ready to learn their Level 4 Limit Breaks. However, the Level 4 Limit Breaks are items that you must find in the game, then "use" on your character once they satisfy all the previous requirements, otherwise the game will just say they're "not quite ready yet." Here are the locations of the Level 4 Limit Breaks for each character. [Note: Vincent and Cait Sith are the only characters who only have one attack per level.]

Aeris: Great Gospel
See #6 below for details.

Barret: Catastrophe
Go to North Corel after Meteor is summoned and speak to the woman in the central house on the western edge of the town.

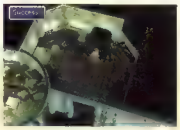


Cid: Highwind
After you get the submarine, look for the crashed Gelnika off the shore from the Gold Saucer. Highwind is inside the cargo hold.



Cloud: Omnislash
Fight in the Battle Arena of the Gold Saucer and earn at least 32,000 Battle Points. Exchange them in the arena for Omnislash.

Red XIII: Cosmo Memory



You have to open the safe on the second floor of the Shinra Mansion in Nibelheim. The combination is: Right 36, Left 10, Right 59, Right 97. Don't overshoot the numbers while putting in the combination or you'll have to start over. Don't open the safe unless you've saved, since it enters you immediately into a boss fight with Lost Number.

Tifa: Final Heaven
The first time you go to Nibelheim, go to Tifa's room and let Cloud play the piano. Anytime in Disc 2 or later, after Cloud recovers from his illness, take Tifa to Nibelheim and play this tune on the piano:

Do-Re-Mi-Ti-La
Do-Re-Mi-So-Fa-Do-Re-Do

Vincent: Chaos
After getting the submarine or a Gold Chocobo, go to Lucrecia's Cave, which is behind a waterfall in a lagoon near Mt. Nibel. Visit the cave with Vincent during Disc 2, then again in Disc 3 to receive it.

Yuffie: All Creation
Get Yuffie all the way to the top of the Pagoda of the Five Mighty Gods and defeat Godo.

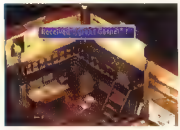
5. How do you revive Aeris?
You cannot revive Aeris.

6. Then how come you can learn her Level 4 Limit Break? There must be a way to revive her!

Once again: No. You cannot revive Aeris. You can learn her Level 4 Limit Break, "Great Gospel," if you go to a LOT of trouble, but she'll only get to cast it one or two times before she dies. The first step is to drive your buggy into Costa Del Sol, after you get it from Dio. Ride on the cargo ship as a stowaway (talk to the sailor on the dock) and head back to Junon. When you arrive at Junon, you'll find your buggy waiting for you outside the city. Ride it across the river and to the cave with the sleeping old man. (The only other ways to cross the river are with the Highwind or a Blue/Gold Chocobo.)

The old man mumbles things like how many battles you've fought or escaped from. He doesn't change what he says you unless you walk in and out of the cave. When you speak to him right after the last two digits of the number of battles you fought are the same (144, 155, etc.), he gives you a Bolt Ring. Talk to him again after the last two digits are the same and he'll give you Mythril.

You can take the Mythril to the Weapon Seller who is southeast of the Gold Saucer and trade it for the chance to open a big or a small box in his shop. "Great Gospel" is in the small gray wall panel upstairs. However, the Weapon Seller won't be there until after you complete the events in Rocket Town. Once you get "Great Gospel," you still need to level up the rest of Aeris' Limit Breaks before she's able to learn it. This is very tedious, as it takes a long time for Aeris' Limit meter to fill up. Unless you are truly determined, Aeris probably won't get a chance to cast it at all. Your only opportunities to do so lie before the unfortunate events that take place after the Temple of the Ancients. It is an awesome Limit Break, though—it fully recovers the entire party and renders them invincible for a brief amount of time.



7. Can you get Sephiroth/Zack/Dyne to join your party? How do you do this?

No.

8. Where are all the Turtle's Paradise flyers?

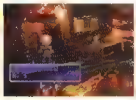
There are six Turtle's Paradise flyers. Here are their locations:

a. The house on the east side of town in Sector 5 of Midgar. The flyer is on a wall in a room upstairs.

b. Shinra HQ, on a bulletin board in the back of the lobby on the first level.

c. The Ghost Hotel in the Gold Saucer, inside the lobby, next to the entrance of the Item Shop.

d. The Tiger Lily Arms Shop in the Cosmo Canyon.



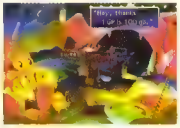
e. The Inn at the Cosmo Canyon.

f. Yuffie's basement in Wutai. It's on the wall outside of the trap room.

9. Where's the Final Attack Materia?

This question was answered in our January issue, so I'm not going to go into great detail about it. In the Battle Arena of the Gold Saucer, have Cloud go up to the receptionist equipped with Ultima Weapon, the W/Summon Materia and Omnislash set for his Limit Break. When he wins the special battle, he gets the Final Attack Materia as a prize.

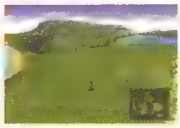
10. How can I make some quick GP at the Gold Saucer?



If you go back to the entrance of the Gold Saucer, you'll occasionally see a seedy guy hanging around near the save spot. Speak to him and he offers to sell you GP at a rate of 1,000 Gil per 10 GP. He'll sell up to 100 GP at a time. After you get the lifetime pass, you can keep on entering and exiting the Gold Saucer in hopes of making him randomly appear again. Otherwise, you'll need to ride the Ropeway back and forth instead.

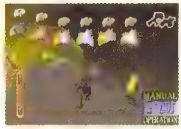
11. How do I get a Gold Chocobo?

One way to get a Gold Chocobo is to defeat Ruby Weapon. After the battle, you'll receive a Desert Rose, which you can trade with the Kalm traveler. An easier (though much more time-consuming) method is to breed one. Here's a breakdown of the steps you must take. You should attempt this only after you pick up the W-Item Materia.

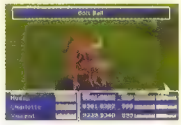


Step 1: Buy stables from Choco Bill for 10,000 Gil each. You should buy all six of them. Fly the airship to the chocobo tracks near Mideel and run around until you capture four birds and send them back to the stables. Go back to Choco Bill's and move the chocobos into the stables. If Choco Bill says that it's a "Great Chocobo," move it into the stable. Otherwise, let it go. Keep catching chocobos until you have a male and a female.

Step 2: Fly the airship to the North Continent and land in the tiny valley with the single house. (It's northwest of Bone Village.) Inside, speak to the Chocobo Sage and purchase two Sylkis Greens from him. Fly the airship to a place with weak enemies, like around Kalm. Have one of your characters use W-Item to feed one Sylkis Green to an enemy, then choose the second Sylkis Green but cancel before choosing an enemy to give it to. This causes the amount of Greens to increase by one. Keep on choosing and canceling until you have 99 Greens, then head back to Choco Bill's. Feed one of your chocobos 97 Sylkis Greens. Go back to Kalm and repeat the item duplication trick until you have another 99 Sylkis Greens. Go back to Choco Bill's and feed the other chocobo 97 Sylkis Greens as well.



Step 3: Go to the Gold Saucer and speak to Esther in the Chocobo Square. Register your chocobos to race until they advance to the S-Class. Every time your chocobo wins three races, it advances one class. It moves from C to B to A to S. Press **SELECT** to switch to Manual control while racing and hold down **R1** + **R2** so your stamina meter doesn't deplete. If your chocobo is difficult to control, you should let it go, then catch another one, feed it and train it. Once both your male and female Great Chocobos are S-Class, they're ready to mate.

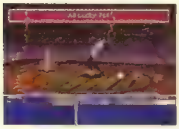


Step 4: Fly the airship to the grassy area south of Bone Village. Run around until you encounter a red dinosaur-like creature. Steal from it to get a Carob Nut. You should do this until you get three Carob Nuts.

Step 5: Go back to Choco Bill's and save. Next, mate your chocobos by feeding them the Carob Nut. If you don't get a Blue or a Green Chocobo baby, reload your game and try again until you do. Now you've got to feed your new baby 97 Sylkis Greens and train it to be an S-Class racer. By the time you're done with this, the parents should be ready to mate again. Save your game, then feed them another Carob Nut. The new baby should be the opposite gender from the first baby, and Blue if the first was Green, and vice versa. Feed the new baby and train it to S-Class

Step 6: You'll probably have to wait a bit before the new chocobos are ready to mate, so just do something else or level up for awhile, then go back to the farm. Save your game, then have the Blue and Green Chocobo mate, using a Carob Nut. A Black Chocobo should be born. If not, reload and try again. Feed and train the Black Chocobo to S-Class.

Step 7: Go to the North Continent and run around on the track south of the Icicle Inn until you catch some more chocobos. You should eventually catch a Wonderful Chocobo. Feed it and train it to S-Class. Save your game, then mate it with the Black Chocobo using a Zeio Nut, which you can get by stealing it from a goblin creature that runs around in forested area of the tiny island in the northeast portion of the map. A Gold Chocobo should be born! If not, reload and mate them again.



12. What's "All Lucky 7's?"
When a character is hit by an enemy and their hit points are reduced to exactly 7,777, they'll go into a frenzy and launch an assault that inflicts 7,777 points of damage each time.

FINAL FANTASY XI UPDATE

Real Vana'diel Café

Those crazy gamers in Japan have a real-life version of Vana'diel, the fictitious world in *Final Fantasy XI*. Anyone wanting to get their *Final Fantasy* fix just needs to head over to the Real Vana'diel Café and log on.

Christmas in Vana'diel

Those who played the PC version of *Final Fantasy XI* in late December/early January were treated to a surprise: Christmas decorations were put up in Vana'diel during the holiday celebrations!

The U.S. version of *Final Fantasy XI* will be released on the PlayStation 2 in April, along with the PS2 hard drive. We'll have more coverage on this online fantasy world in future issues.

FINAL FANTASY FAN

I got Final Fantasy X-2 *for my birthday and after beating it and starting the game over with my dresspheres, I was unable to completely finish the Alchemist and Gun Mage dresspheres. I have everything finished for them, but it only has 84% for Alchemist and 92% for Gun Mage. Is there a particular reason? Also, your strategy guide for* Final Fantasy X-2 *helped a lot for finding Paine's special dressphere. One more question: Is there any possibility of another sequel?*

—Ryan Shipley
Lamar, AZ

A: Happy belated birthday! Whoever gave you your present has good taste. Unfortunately, Square has not announced another sequel. As for your dresspheres: The problem with your Gun Mage dressphere is that you have not acquired all the Blue Bullets yet. These are attacks that the Gun Mage learns only after a fiend hits her with it. Some of the Blue Bullets you have not earned might be defensive ones, like "Mighty Guard," which the enemy will not cast on you unless you use "Reflect" or it is confused in some way. Here's a chart showing you all the various Blue Bullets you can earn, and one of the fiends you can earn them from:

Blue Bullet	Fiend
1000 Needles	Cactuar
Absorb	Protochimera
Annihilator	Experiment
Blaster	Queen Coeurl
Cry in the Night	Mega Tonberry
Drill Shot	Baralai (Crimson Sphere Cave)
Fire Breath	Balivarha
Heaven's Cataract	Kukulcan
Mighty Guard	Haizhe
Mortar	Gippal (Crimson Sphere Cave)
Seed Cannon	Leucophylla
Stone Breath	Epitaph
Storm Cannon	Ironside
Supernova	Ultima Weapon
White Wind	Mycotoxin

I'm not sure what the problem is with your Alchemist dressphere, but here's a chart listing all the abilities the Alchemist can learn and the prerequisites for each of them:

Alchemist Abilities	AP	Prerequisite
Attack	0	None
Mix	0	None
Potion	10	None
Hi-Potion	40	Potion
Mega-Potion	120	Hi-Potion
X-Potion	160	Mega-Potion
Remedy	20	None
Dispel Tonic	20	Remedy
Phoenix Down	30	None
Mega Phoenix	200	Phoenix Down
Ether	400	Dispel Tonic
Elixir	999	Ether
Items Lv. 2	30	None
Chemist	40	None
Elementalist	80	None
Physicist	100	Elementalist and Chemist

FINAL WORD

If you have questions, comments or suggestions on what you'd like to see in this column, go ahead and send them to:

Final Fantasy World
c/o *Tips & Tricks* Magazine
8484 Wilshire Blvd., Suite 900
Beverly Hills, CA 90211

Greetings, sports fans, and welcome to the Tips & Tricks sports section! In this monthly column, we'll be bringing you all of the freshest dirt on your favorite sports video games. We'll also show you the newest sports-related game goodies and comment on the latest happenings from right here behind the...

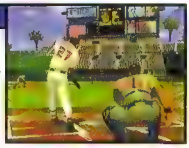
TIPS & TRICKS SPORTS DESK

by Anatole Brown

Vol. 42

MLB 2005

The *MLB* series continues to be 989 Studios' best sports product every year. *MLB 2005* isn't the fanciest game when it comes to features and gameplay, but it's the best pick-up-and-play title when compared to the other baseball games. The pitching, batting and fielding mechanics are straightforward and not bogged down by multiple indicators and on-field icons. In fact, innings go by pretty quickly, making it the ideal game for playing with your short attention-span friends. EyeToy owners should definitely check this game out, since it's the first non-EyeToy game to use Sony's new camera peripheral. The EyeToy can be used to take take a picture of yourself so you can create a player with your own facial features! The process is surprisingly simple, especially compared to the non-EyeToy method of getting your likeness into *Tony Hawk's Underground*. You quickly take five different pictures of yourself, pick the best one, align it with the player model and you're done! You can then take the created player, take him through Spring Training in Career Mode and hope to land a big-league contract. Almost all the baseball games this year have little "gimmicks" to distinguish themselves from the rest—like first-person mode in *ESPN Baseball* and behind-the-back fielding in *All Star Baseball 2005*—but the use of the EyeToy in *MLB 2005* is by the far the most intriguing.



On a general note about all of the baseball games this year: Barry Bonds of the San Francisco Giants is noticeably absent in all of the games, since he is no longer part of the Major League Baseball Players Association. Sorry, Giants fans, but apparently he wants big bucks for his likeness! Fortunately, with a little creativity using the EyeToy…OK, you get the idea. *MLB 2005* has all kinds of goodies to unlock by obtaining reward points. "Golden Era" players, classic stadiums and even Hall of Famer Al Barlick (baseball's most boisterous umpire in the old-school days) can be unlocked. All in all, *MLB 2005* is a solid outing by 989 Studios. Because of its clean and simple presentation, we recommend it for casual players who just want to play a quick nine innings without getting too technical.

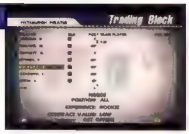
MVP Baseball 2004

Last year, EA Sports changed the name of its baseball franchise from *Triple Play* to *MVP Baseball*. The name change was also accompanied by a whole new style of play with the intention of giving the player more control, thus creating a more authentic baseball experience. Last year's game introduced the throw meter for fielding, allowing players to adjust the speed and accuracy of their throws toward bases. With *MVP Baseball 2004*, EA Sports refines the throw meter and adds a new feature called Big Play Control, which of course utilizes the right analog stick—EA's new favorite toy! Big Play Control lets fielders dive, jump, climb walls and perform other game-defining athletic maneuvers you often see in highlight reels. You can also "preload" your throws to bases now so you don't have to wait for the throw meter to charge up. AAA and AA Minor League teams have been included this year, making it the most complete game for those who enjoy tweaking around in Franchise mode. These additions make *MVP Baseball 2004* one of the most realistic baseball games we've seen in a while. Baseball purists will appreciate these new features, but the game requires a substantial investment of time just to get used to all the subtle control features, especially when fielding. The pitching interface, however, is very intuitive and may be the best out of all the available baseball games. The pitching meter is a lot like the swing meter in golf games, where you can determine the velocity and accuracy of each pitch. Without a doubt, *MVP Baseball 2004* is a pitcher's game with all the drama of standing on a big-league mound. Players will need to pay attention to the pitch count and fatigue level of their pitcher. Brush-back pitches are also included in the game now, so pitchers can intimidate their opponents with an occasional "statement."

If you're thinking of picking up *MVP Baseball 2004*, make sure you own a high-definition big-screen TV! One of the biggest problems we had was actually *seeing* the ball when a batter connected with it. When playing the game on smaller screens, it can be very difficult to determine whether a player has actually caught the ball, missed it or even dropped it. There are many instances where you'll swear you've caught the ball for an out, only to find that the runners keep advancing… and by the time you realize that the tiny white dot next to you is the ball lying in the grass, it's way too late to make a play. Rookie gamers may want to set the fielding settings to "Automatic" rather than "Manual" until you're comfortable with the basics.

MVP Baseball 2004 has all the subtle control features that reflect today's athletic, twisting-in-the-air, Derek Jeter-type baseball players, but the learning curve may be much too complicated for a casual afternoon of nine innings with friends.

All Star Baseball 2005

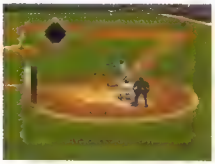


Acclaim's *All-Star Baseball* franchise has been completely revamped, with a classic *Bases Loaded*-style pitching interface and a fielding perspective that shows an actual baseball fielder's view. For veterans of the series who dislike change, there are options to change the camera back to the classic views for each of the batting and pitching perspectives. The series' most solid game yet, *ASB 05* caters to the fans at home. The new Fieldercam and Broadcastcam give the hardcore armchair baseball fan a true TV-watching experience. The analog batting controls really make you feel like you're swinging at a pitch, with the flexibility to hit with average or maximum power, and the simulation of ball speed from the mound to the plate is insane. This realism actually increases the difficulty of the game overall, giving it more of a simulation feel as opposed to an arcade atmosphere where anyone can just jump right in and swing. You'll need strong hitting and fielding techniques if you are not aware of the intricacies of previous *ASB* games, or if you stray from the new *2005* default camera (it's hard to get used to at first, but you'll warm up to it). Commentary from Steve Lyons and Tom Brennaman provide slick commentary, and you can even listen to the play-by-play in Spanish, courtesy of Arizona Diamondbacks commentator Oscar Soria.

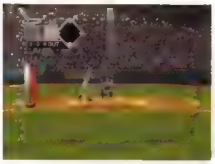
One of the game's most unique new features is the Scenario Mode, which allows you to relive or change historic moments from the 2003 MLB season. Yes, you can go back to that fateful day in Wrigley Field and make Moises Alou jump just a little higher to snag that foul ball from the interfering fan! That's the greatest thing about sports video games, after all; the Cubbies can face the Red Sox in the World Series, even if it's just an alternate reality in your living room.

ESPN Baseball

Sega brings its *World Series Baseball* franchise back to the Xbox and PlayStation 2, complete with online capabilities and a franchise mode which may be the deepest of any baseball simulation to date. The new first-person mode is tough to get used to at first, in part because of the disorientation involved in switching from batting to fielding viewpoints. You can smooth these transitions with the use of the "action" camera (it activates slow motion when the batter is about to make contact with the ball, or when the fielder is in the general vicinity of the area where the ball was hit), which actually creates an unusual amount of depth and unpredictability during gameplay. However, this still slows the game down quite a bit and takes away some of the intensity of attempting to make a play.



Seasoned ESPN announcers Ken Miller and Rex Hudler provide the best commentary in a baseball game since Joe Buck and Tim McCarver in Microsoft's *Inside Pitch 2003*. Tremendous on-the-fly fielding reactions give *ESPN Baseball* the ultimate player perspective with smooth, easy plays that can be completed with ease. Each pitcher maintains a select repertoire of pitches, a much deeper pitch selection than most other baseball games. The only thing lacking is a proper way to influence the ball's trajectory after it's thrown; that is, the pitching interface allows the ball to reach more than nine separate areas around the strike zone, but it does not seem to properly gauge the velocity and placement of where you wanted the pitch to end up. To alleviate this, you'll need to turn the pitching cursor on in the Team Options menu during gameplay. The batting interface does not allow you to shift your player's position in the batters' box; with just one high-and-inside fastball, you can be thrown out of the game! It is not uncommon to lose half of your pitching staff if you are having pitching control issues



The added Xbox Live and PlayStation 2 Online features are long overdue, but the incredible attention to detail and depth within GM Career Mode are the key features here. You'll deal with maverick owners who are excited just to get into the playoffs, and you'll have to put up with tightwad money-grubbers who will not allow you to obtain Pedro Martinez or Alex Rodriguez; these are just two of the strategic scenarios that the GM Career Mode has to offer.

Madden Bowl 2004

Forget the Super Bowl—we want to know who won the annual Madden Bowl! For the 10th year in a row, EA Sports hosted the annual Madden Bowl during the week leading up to the Super Bowl in Houston. Last year's Madden Bowl Champion, Dwight Freeney of the Indianapolis Colts, successfully defended his title as he walked away with another trophy! Freeney is the third Madden Bowl victor to win back-to-back championships. According to EA, many athletes start asking to be included in the competition before the NFL season even begins. Players spend a lot of time during the season honing their *Madden* skills in locker rooms and hotels where the competition can get pretty intense. "It's all practice for the Madden Bowl, though," says 1999 Madden Bowl winner Ray Mickens of the New York Jets, "because that is the one tournament where you have to put up or shut up." Will Freeney be the first to three-peat? We'll have to wait and see!

Past Madden Bowl Champions

1995 Miami—Reggie Brooks (Redskins)
1996 Phoenix—Reggie Brooks (Redskins)
1997 New Orleans—Jimmy Spencer (Bengals)
1998 San Diego—Morris Chestnut (actor)
1999 Miami—Ray Mickens (Jets)
2000 Atlanta—Terry Jackson (49ers)
2001 Tampa—Jacquez Green (Buccaneers)
2002 New Orleans—Jacquez Green (Buccaneers)
2003 San Diego—Dwight Freeney (Colts)

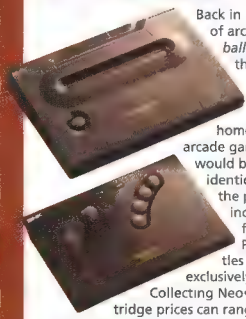
TIPS & TRICKS COLLECTOR'S CLOSET

Vol. 31

by Joe Santulli

Are you a video-game pack-rat? Do you own more video games than you could possibly beat in a whole year, even if you played non-stop? Would you go without food to save up the money to buy a rare TurboGrafx-16 game, an obscure Atari 2600 controller, a limited-edition Game Boy Pocket or a leather *Killer Instinct* jacket? If so, this monthly collectors' column is for you!

COLLECTING NEO•GEO



Back in 1991, SNK Corporation was already a successful publisher of arcade hits (*Ikari Warriors*) and popular console games (*Baseball Stars*) when it took the unprecedented step of combining the two. Its new Neo•Geo Advanced Entertainment System (AES) featured the exact same processors and memory capacity as the coin-operated Neo•Geo Multi Video System (MVS) units it was shipping to arcades. The Neo•Geo home cartridges would not be stripped-down "ports" of SNK arcade games with missing sprites and frames of animation; they would be exact replicas of their coin-op counterparts, running on identical hardware. This was the real deal, pixel for pixel. But the power came at a price: $799 for the "Gold" system, which included two joysticks, one game and a memory card (the first of its kind in the video-game world, predating PlayStation memory cards by several years). Additional titles sold for up to $300 each! Truly, the Neo•Geo has catered exclusively to the hardcore collector from day one.

Collecting Neo•Geo games will put you in a bind financially, as used cartridge prices can range anywhere from $30 to several thousand dollars. Because of the incredible rarity of certain AES titles—and because of the hardcore Neo•Geo fans who inexplicably continue to cough up absurd amounts of cash for them—there are a lot of bootleggers creating fake AES carts by converting the more commonly-available MVS games to play on the home system, reprinting the manuals and packaging inserts to make them look official. MVS copies of the first *Metal Slug* game generally fetch about $50; converted to AES as described above, they have sold for as much as $2,500 to collectors who were looking to score an original copy of the rare AES *Metal Slug*. Other, more scrupulous vendors have performed MVS-to-AES conversions for those who simply want to play the unattainable games (in addition to MVS-only titles like *Strikers 1945 Plus* or *Nightmare in the Dark*), and there are even adapters or custom hardware mods that allow you to play MVS carts on an AES console.

Top 10 Rarest Neo•Geo Games (U.S. only, in alphabetical order)
Art of Fighting 3: The Path of the Warrior
Metal Slug
Metal Slug 2
Metal Slug X
Neo Turf Masters
Ninja Master's
Real Bout Fatal Fury 2: The Newcomers
Samurai Showdown IV: Amakusa's Revenge
Stakes Winner
Voltage Fighter Gowcaizer

Top 10 Best Neo•Geo Games (U.S. only, in alphabetical order)
Baseball Stars 2
Garou: Mark of the Wolves
The King of Fighters '98
Metal Slug X
Nam '75
Neo Turf Masters
Samurai Showdown II
The Super Spy
World Heroes 2 Jet
Viewpoint

There are plenty of other question marks for Neo•Geo collectors to sort out, including the controversial European version of *Kizuna Encounter* (only three copies are known to exist) and the misguided activities of a certain group of collectors who destroy the packaging of circulating AES titles and replace them with their own brand. What's more, the production numbers of Neo•Geo games are far less than those of any other game console, with some titles produced in quantities as low as 500.

Just under 100 AES titles have been released in the U.S., and about half of them are fighting games. Nearly all Neo•Geo games are graphically and sonically impressive, considering the age of the hardware; when Nintendo and Sega were offering cartridges with eight megabits of memory, SNK had titles with hand-drawn character sprites and digitized music that consumed more than 10 times that amount. There are enough rare games to keep you in the hunt for years to come. And with the recent *Metal Slug 5* and *The King of Fighters 2003* AES carts being published in February and March of 2004, the Neo•Geo has now enjoyed first-party software support for a longer period of time than any other game system in history, even surpassing Nintendo's Game Boy!

—Jason Wilson

DVD games

It's a sure sign that game collecting will only increase in popularity when you look around and virtually every medium available has some form of game available for it. Video gaming stretched beyond the norm when handheld PDAs began featuring gaming options, followed by cell phones (which have become enormously popular as game devices, especially in Japan). DVD players can even support video gaming...just one more thing for you to collect!
Here's a round-up of the most notable DVD games. Most of these titles were available in some format prior to their rebirth on DVD, with many of them appearing on the shelves of retail stores alongside games for the PlayStation 2 and Xbox (both of which can play DVDs). It's a clever marketing strategy, but the truth is that any ordinary DVD player can play them.

Crime Patrol

Work your way through the ranks from a rookie cop walking the beat all the way up to SWAT superstar. A laserdisc-based gun game in the arcades, and the best of them in my opinion.

Drug Wars

This sequel to *Crime Patrol* has very fast action, so you'll have little chance of rising through the ranks with just a remote control. Best played on PS2 or Xbox where at least you can use a controller.

Who Shot Johnny Rock?

Mad Dog McCree meets Chicago gangland, complete with the over-the-top mobsters and *femme fatales*. Multiple endings, most of which involve you getting shot. Or maybe I'm just terrible at these games?

Crime Fighter 3-Pack

This box set includes *Crime Patrol*, *Drug Wars* and *Who Shot Johnny Rock?* Gun games are extra-tough on a standard DVD player. The best option is to play using a PC DVD-ROM; the mouse is your ticket to winning.

Dracula Unleashed

You may remember this game on the Sega CD, but the video quality of the DVD version reveals pretty high production values. Special note to collectors: This one is VERY hard to find, and I don't use that phrase liberally.

Dragon's Lair

The original arcade laserdisc pioneered a new generation of animated video games... though laserdisc technology didn't exactly become the an enduring hit at the arcades, where units would break down far too quickly.

Dragon's Lair II: Time Warp

Not nearly as popular in the arcades as *Dragon's Lair* or *Space Ace*, the outrageously fast-paced *Time Warp* is great fun to watch from beginning to end. Brilliantly animated, but it will take beyond mad skillz to conquer.

Space Ace

The arcade successor to *Dragon's Lair*, with branching paths that gave it a bit more replayability than its predecessor. You've also got memorable characters to work with, lending some real personality to the game.

Dragon's Lair 20th Anniversary Edition

A box set which includes *Dragon's Lair*, *Space Ace* and *Dragon's Lair II: Time Warp*. Loaded with extras such as previously unreleased scenes and video, original interviews and photos of *Dragon's Lair* merchandise.

Mad Dog McCree

Originally an arcade game complete with big-screen display and light guns. Unfortunately, there aren't any compatible light guns for DVD players, taking most of the fun out of this and other "gun games."

Mad Dog II: The Lost Gold

The arcade sequel to *Mad Dog McCree* offered branching paths and better acting. Unfortunately, following Buckskin Bonnie and Shooting Beaver across the old west with a DVD remote just doesn't seem right.

Shadoan

Developed by *Dragon's Lair/Space Ace* co-creator Rick Dyer, *Shadoan* is the sequel to the obscure arcade laserdisc game *Thayer's Quest*. Works very well in the DVD environment; you rarely need quick movement.

Sherlock Holmes, Consulting Detective Volume I

Available on practically every vintage CD-ROM system, this is my personal favorite DVD game. This is what they do best: Present a story, allow you to digest the clues, act on the clues, show you some more story. Great fun.

Time Traveler

Sega's ultra-expensive coin-op original featured actual holographic images, but the game played like any other laserdisc game (**Left**, **Right**, **Up**, **Down** and **Fire**). Try the gimmick at home with the supplied 3-D glasses!

ROOM OF DOOM

Enter the room of Richard Morgan, from Berkshire in the United Kingdom. Richard buys and sells game systems as a hobby, so his collection consists of all the best bits of every machine he's had. Highlights include his complete U.K. NeoGeo Pocket Color collection and loads of brand new consoles from the NES to Xbox.

I invite you to send in your own personal "Room of Doom" photos for display in a future edition of *Tips & Tricks Collector's Closet*. Send two or three photos of your proudly-displayed games to "Room of Doom," c/o *Tips & Tricks*, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211, and be sure to tell me about the highlights of your collection.

TIPS & TRICKS Tournament Report

VOL. 49

by Jason Wilson

Sponsored by TWIN GALAXIES The Official Electronic Games Scoreboard™ www.twingalaxies.com

This monthly column features coverage of major arcade and home video-game tournaments happening all across North America! On these pages you can see photos of the greatest players, check our calendar for dates, locations and tournament events in your area and even get tips on how to run your own video-game tournament. Support your local arcade and get your tournament in *Tips & Tricks* Magazine! To contact us about a tournament in your area that you'd like us to cover, send us a fax at (323) 651-3042, or write to us at least two months in advance at *Tips & Tricks Tournament Report*, c/o Jason Wilson, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211.

XBOX "ULTIMATE SPORTS GAMER" CROWNED

While the real-life NBA pros were competing in this year's NBA All-Star Game in Los Angeles, their video-game alter-egos were participating in another heated competition at the L.A. House of Blues during the same week. On February 13, David Muellerweiss of Chapel Hill, North Carolina claimed the top prize in the XSN Sports World Championship, hosted by ESPN anchor Kevin Frazier. NBA stars Shaquille O'Neal and Antoine Walker were on hand to congratulate the winners as eight finalists competed in a grueling marathon of six different Xbox sports games: *NBA Inside Drive 2004*, *NFL Fever 2004*, *Top Spin*, *Links 2004*, *Amped 2* and *NHL Rivals 2004*. The final match came down to a one-on-one battle between Muellerweiss and Nate Barrick of Mt. Holly Springs, Pennsylvania on *NBA Inside Drive 2004*. Playing as the NBA East All-Stars, Muellerweiss defeated Barrick's West Coast All-Star team by a score of 90-84 to take home the $25,000 grand prize!

Winner David Muellerweiss accepts the trophy from O'Neal and Dallas Mavericks forward Antoine Walker.

ESPN's Kevin Frazier shows the XSN trophy to L.A. Lakers star Shaquille O'Neal.

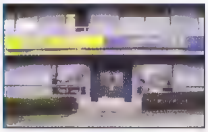
Six of the finalists qualified by winning an Xbox Live feeder tournament (which also earned each of them a $1,000 cash prize back in December), while the other two competitors earned "at-large" bids based on their overall skill in all of the XSN Sports games. Therefore, it was no surprise that the top two finalists were the wild card qualifiers from the feeder tournaments! Here are the results, with each player's Xbox Live gamertag in quotes:

Does this look like the face of a man who just won $25,000?

1st Place—David "flipdog0" Muellerweiss (Chapel Hill, NC)
2nd Place—Nate "hockeystud29" Barrick (Mt. Holly Springs, PA)
3rd Place—Gary Bryon Moore "Crazy 006" (Grove City, OH)
4th Place—Ian "crapula" Smith (Kentfield, CA)
5th Place—Josh "joshtbuff" Thurman (Leesburg, GA)
6th Place—Kenneth "peabody" Tarver (Athens, GA)
7th Place—Dan "Odanrot" DeBilt (Fargo, ND)
8th Place—Robert "Coach Rob Inc." Sapienza (North Tonawanda, NY)

TOURNAMENT CALENDAR

March 27-28, 2004
Northwest Regional Championships



Contact: LanWerX Game Center
707 112 Ave N.E.
Bellevue, WA 98004
(425) 372-2112
Games to be featured at this tournament include *Marvel vs. Capcom 2*, *Capcom vs. SNK 2*, *Street Fighter III: 3rd Strike*, *Street Fighter Alpha 3*, *Guilty Gear XX*, *Super Street Fighter II Turbo* and *Virtua Fighter 4*. Cash prizes will be awarded to the winners.

April 10-11, 2004
Final Round 7
Contact: Larry S. Dixon Jr.
Briarwood Recreation Center
2335 Briarwood Way
Atlanta, GA 30319
(404) 679-5911
Arcade and console tournaments will be held on *Marvel vs. Capcom 2*, *Capcom vs. SNK 2*, *Tekken Tag Tournament*, *Tekken 4*, *Street Fighter III: 3rd Strike*, *Street Fighter Alpha 3*, *Guilty Gear XX*, *Super Street Fighter II Turbo* and *Virtua Fighter 4*.

May 28-30, 2004
East Coast Championships IX: Resentment
Contact: Chris Cotty
Eight on the Break
340-346 North Ave.
Dunellen, NJ 08812
(732) 752-8880
http://www.thebreak.net
Singles and team tournaments will be held on *Marvel vs. Capcom 2*, *Capcom vs. SNK 2*, *Tekken Tag Tournament*, *Tekken 4*, *Street Fighter III: 3rd Strike*, *Guilty Gear XX* and *Super Street Fighter II Turbo*.

June 25-27, 2004
Midwest *Street Fighter* Championships 2004

Contact: Amar Patel
Nickel City
555 Waukegan Road
Northbrook, IL 60062
(847) 559-8727
The premiere fighting-game championship in the Midwest returns to suburban Chicago, Illinois! The tournament schedule is as follows:
Friday, June 25
11:00 AM—Signups
12:00 PM—*Street Fighter Alpha 2*
3:00 PM—*SVC Chaos: SNK vs. Capcom/Vampire Savior*
5:00 PM—*The King of Fighters 2003/Street Fighter Alpha 3*
8:00 PM—*Street Fighter III: 3rd Strike*
Saturday, June 26
11:00 AM—Signups
12:00 PM—*Street Fighter 15th Anniversary Edition* Qualifying Rounds
3:00 PM—*Capcom vs. SNK 2*
8:00 PM—*Guilty Gear XX*
Sunday, June 27
11:00 AM—Signups
12:00 PM—*Street Fighter 15th Anniversary Edition* Finals/*Marvel vs. Capcom 2*
3:00 PM—*Capcom vs. SNK 2* Team Tournament
5:00 PM—*Super Street Fighter II Turbo*
8:00 PM—*Street Fighter III: 3rd Strike* Team Tournament

RECURRING TOURNAMENTS

***Capcom vs. SNK 2/Marvel vs. Capcom 2* Monthly Tournaments**

Contact: Golfland USA
855 E. El Camino Real

ARIZONA STREET FIGHTER TOURNAMENTS RETURN!

On Monday, January 20, players from all over Arizona invaded Metro Center in Phoenix for tournaments in Street Fighter III: 3rd Strike and Capcom vs. SNK 2. Dan Lee spread enough the tournament to win both games in any fashion, finishing only John "Too Tall" Wilson in 3rd Strike and handing off Scott Bender in [illegible]. Here are the results:

Street Fighter III: 3rd Strike Results

1st Place—Dan "I Win for Free" Lee (Chun-Li, Makoto)
2nd Place—John "Too Tall" Wilson (Necro, Chun-Li)
3rd Place—Scott "Sabre" Bender (Ken, Hugo)
4th Place—Diante "Build Meter" Blue-Evans (Ken)

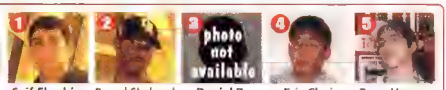
Capcom vs. SNK 2 Results

1st Place—Dan "I Win for Free" Lee (A-Groove Rolento, Sakura, Bison)
2nd Place—Scott "Sabre" Bender (A-Groove Ryu, Kim, Dhalsim)
3rd Place—John "Too Tall" Wilson (C-Groove Vega, Ken, Bison)
4th Place—Diante "Build Meter" Blue-Evans (K-Groove Cammy, Chun-Li, Sagat)

North American Top 5 Player Rankings

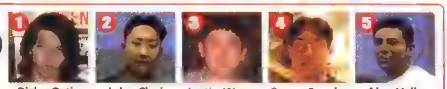
Rankings based on previous tournament performances, compiled by *Tips & Tricks*. Note: You must be actively participating in tournaments to be considered a "ranked" player.

Top 5 Players



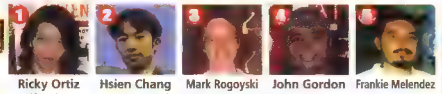
1	2	3	4	5
Saif Ebrahim X-Scape Arcade Los Angeles, CA	Romel Shaheed X-Scape Arcade Los Angeles, CA	Daniel R. Gameland Las Vegas, NV	Eric Choi BEARcade Berkeley, CA	Ryan Harvey Stargate Houston, TX

Top 5 Players



1	2	3	4	5
Ricky Ortiz Golfland USA Sunnyvale, CA	John Choi Golfland USA Sunnyvale, CA	Justin Wong Chinatown Fair New York, NY	George Posadas Shatto 39 Lanes Los Angeles, CA	Alex Valle Camelot Golfland Sunnyvale, CA

Top 5 Players



1	2	3	4	5
Ricky Ortiz Golfland USA Sunnyvale, CA	Hsien Chang Einstein's Arcade Austin, TX	Mark Rogoyski Einstein's Arcade Austin, TX	John Gordon Chinatown Fair New York, NY	Frankie Melendez Family Fun Granada Hills, CA

Top 5 Players

1	2	3	4	5
Justin Wong Chinatown Fair New York, NY	Rodolfo Castro University of WA Seattle, WA	Ricky Ortiz Golfland USA Sunnyvale, CA	Jason Kuan University of WA Seattle, WA	Peter Rosas College Arcade Los Angeles, CA

Top 5 Players

1	2	3	4	5
Mike Watson Camelot Golfland Anaheim, CA	John Choi Golfland USA Sunnyvale, CA	Alex Valle Camelot Golfland Anaheim, CA	Jason Cole Family Fun Arcade Granada Hills, CA	Jason Wilson Game Zone X Panorama City, CA

TOURNAMENT CALENDAR

Sunnyvale, CA 94087
(408) 245-1322
www.golfland.com

Capcom vs. SNK 2/Marvel vs. Capcom 2 Monthly Tournaments
Contact: Flipper's Amusement Center
8364 Mills Dr.
Miami, FL 33183
(305) 273-0381

Capcom vs. SNK 2/Marvel vs. Capcom 2/Guilty Gear XX/Super Street Fighter II Turbo Weekly Tournaments

Contact: Camelot Golfland
3200 Carpenter Ave.
Anaheim, CA 92806
(714) 630-3343
www.golfland.com

Street Fighter III: 3rd Strike/SVC Chaos: SNK vs. Capcom/The King of Fighters 2003 Monthly Tournaments
Contact: Game Zone X
14447 Roscoe Blvd.
Panorama City, CA 91402
(818) 894-0303

Marvel vs. Capcom 2/Capcom vs. SNK 2/Tekken 4 Tournaments

Contact: University Pinball
4006 Spruce St.
Philadelphia, PA 19104
(215) 387-3923
www.universitypinball.com

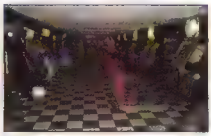
Weekly Capcom Tournaments
Contact: Amar Patel
Capcom's Nickel City
555 Waukegan Road
Northbrook, IL 60062
(847) 559-8727

Marvel vs. Capcom 2/Capcom vs. SNK 2 Monthly Tournaments

Contact: Hawaiian Brian's
1680 Kapiolani Blvd
Honolulu, HI 96814
(808) 946-1343
www.hawaiianbrians.com

Marvel vs. Capcom 2/Tekken 4/Capcom vs. SNK 2 Weekly Tournaments
Contact: Chris Cotty
Eight on the Break
340-346 North Ave.
Dunellen, NJ 08812
(732) 752-8880
http://www.thebreak.net

Street Fighter III: 3rd Strike/Guilty Gear XX Monthly Tournaments
Contact: Chad Reznicek
Family Fun Center



7052 Dodge Street
Omaha, NE 68132
(402) 554-1925
www.familyfuncenter.net

Street Fighter III: 3rd Strike/Guilty Gear XX/Marvel vs. Capcom 2/Capcom vs. SNK 2 Weekly Tournaments
Contact: Richard "Shogo" Andrade
Family Funtime Inc.
10363 Balboa Blvd
Granada Hills, CA 91344
(818) 360-0419

San Francisco Rush 2049 Weekly Tournaments
Contact: Brian D. Greer
Longhorn Saloon & Restaurant
10011 Bridgeport Way, S.W.
Tacoma, WA 98499
(253) 581-2580

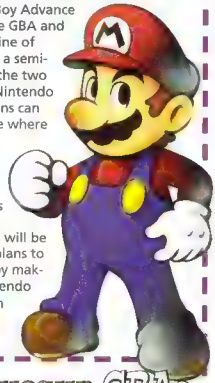
JAPAN REPORT!

by Anatole Brown

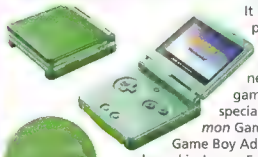
Vol. 75

Nintendo's Mystery Machine

Since last year, Nintendo has been hinting about a big product announcement that would change the way people think about video games. Of course, Nintendo fans went wild with speculation and there were several rumors of a new GameCube or GBA. Finally, Nintendo cracked the veil on its secret project by announcing a new handheld portable game device, code-named Nintendo DS, scheduled to launch sometime later this year. The new handheld will have two separate three-inch TFT LCD display screens, thus the "DS" for "Dual Screen." Nintendo has also made it clear that this will not be an update to the Game Boy Advance and that the new system will co-exist with the GBA and GameCube as a third machine in Nintendo's line of current hardware. The Nintendo DS will have a semiconductor memory of up to one gigabit and the two screens will run on two separate processors. Nintendo offered a few examples of how the two screens can be used, like being able to play a soccer game where one screen shows the entire field, while the other screen only displays the player you are controlling. Another example: When playing an RPG, one screen can show a close-up of your character while the other screen displays the game map. One can only imagine what kind of games will be available and how they will be played, although Nintendo is hinting that it plans to attract a more casual, mainstream audience by making "simpler" games. Unfortunately, the Nintendo DS is still a big mystery and we still don't even know what it looks like! Stay tuned for more news as it becomes available.



Charizard and Venusaur GBAs



It has become a pretty standard routine where each time a new *Pokémon* game is released, a special edition *Pokémon* Game Boy or Game Boy Advance is released in Japan. Following the January release of *Pokémon: Fire Red* and *Leaf Green* in Japan, Nintendo released the red Charizard (Lizadon) Edition GBA and the green Venusaur (Fushigibana) Edition GBA in February. Each GBA SP has two silhouettes of the representing character etched onto the surface. The Charizard and Venusaur GBAs can be found in the Tokyo and Osaka Pokémon Center stores in Japan for 12,500 yen (about $117) each. Unfortunately, we're still waiting to hear from our friends at Nintendo about solid release dates for *Pokémon: Fire Red* and *Leaf Green* here in the U.S., although they promise to have the game out sometime this year.

THEY'RE BACK!

Before the Pokémon craze, there was Tamagotchi mania! Some of you may have been bitten by the Tamagotchi bug back in it's heyday in 1997, when it seemed like everyone had a whining, demanding digital creature in a small egg. Bandai is looking for a huge comeback with Tamagotchi Plus, an enhanced,

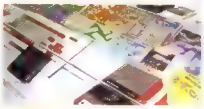
updated version of the multi-million-selling "digital pet". Tamagotchi Plus comes in six different colors and has a new infrared communication feature that lets you play games and exchange data with other Tamagotchi Plus owners. Some new features include trading "gifts" with others and building up a "friends list." Eventually, your Tamagotchi will become old enough to "mate" with your friend's Tamagotchi to create a new, second-generation Tamagotchi, thus putting a light-hearted spin on the inevitable and sad death sequence of the old Tamagotchi pets (although in the U.S. version, the manual explained that the Tamagotchi "goes away" when the time comes). Of course, the new Tamagotchi has all the tedious responsibilities of owning a digital pet, like feeding at appropriate times, flushing the toilet, turning out the lights, scolding, praising and so on. The new Tamagotchi Plus sells for 1,980 yen (about $19) and and can be found at most convenience stores in Japan. No word yet on whether the new, amped-up critters will invade the U.S.

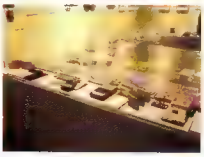
FAMICOM COLOR SP

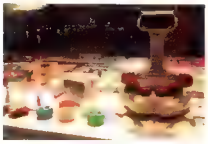
The Famicom GBA SP (see *Japan Report*, September 2003) was only given away to 1,000 contest winners in Japan, making it a highly sought-after item. Collectors have been shelling out big bucks on auction sites just to get their hands on one. If the Famicom SP is way beyond your budget, you may want to take a look at the newly-released Famicom Color Game Boy Advance SP. It doesn't have the nifty gold faceplate of the earlier Famicom SP, but the red and white color scheme retains the classic Famicom feel. Along with the Famicom Color SP, Nintendo released a series of classic NES games for the GBA called Famicom Mini. Currently, there are ten games in the Famicom Mini series: *Super Mario Brothers, Donkey Kong, Ice Climber, Excitebike, Pac-Man, Xevious, The Legend of Zelda, Mappy, Star Soldier* and *Bomberman*. Each Famicom Mini game comes in a box reminiscent of the old Famicom packaging and the cartridges also look like little miniature Famicom games! The Famicom Mini games retail for 2,000 yen (about $18), while the Famicom Color Game Boy Advance SP is 12,500 yen (about $117).

FAMICOM MUSEUM

To commemorate the 20th anniversary of the Nintendo Famicom (a.k.a. Nintendo Entertainment System or NES), the Tokyo Metropolitan Museum of Photography featured an exhibit called "Level X: Famicom 20th Anniversary Video Game Exhibition." The exhibit focused on the Famicom as a major pioneer in console gaming and how it influenced the history of video games throughout the years. Many of the displays showed original design documents for early Nintendo games, including original character design artwork of Donkey Kong and Super Mario by famed creator Shigeru Miyamoto! The most impressive display that caught everyone's eye was the full collection of Famicom games ever released in Japan, numbering over 1,200 titles! More than 50 game consoles were shown—including current ones like the PS2, Xbox and GameCube—to demonstrate how the style and design of consoles have changed over the years. Also on display was the last Famicom ever made (serial number HN11033309), the very last unit to roll off the assembly line before all Famicom production was ceased last May. Sharp observers noted that all of the other consoles at the exhibit were in the "on" position, whereas the last Famicom was "off," symbolizing the end of an era. There were tons of playable Famicom games to bring back the nostalgia, plus another separate area to play some of the newer, upcoming games on the current consoles. Several game developers, including Shigeru Miyamoto, held various seminars on the history of video games over the course of the exhibit. Unfortunately, the exhibit lasted only several months and closed in early February, but those who attended witnessed why video games should be considered a part of Japanese cultural history.







Quick Fury

Hori released an elaborate controller shaped like a Japanese sword for Capcom's samurai epic, *Onimusha 3*. The *Onimusha 3* Akechi-Style Controller is modeled after the sword used by Akechi Samanosuke in the game. It also comes with a highly detailed sheath and a display stand. By swinging the sword controller, Samanosuke will also swing his sword in the game according to your movements. Since the controller is wireless, you can freely move about and do your best samurai poses! Since *Onimusha 3* also features a whip and gun when you control the other character, Jacques, the controller also has normal Dual Shock 2-compatible buttons. The Katana Controller retails for 14,800 yen (about $139) in Japan, but only limited quantities were produced, so it's a rare find.

TWIN SNAKES PREMIUM PACKAGE

Konami has a history of catering to Japanese collectors with limited-edition versions of games like *Zone of the Enders*, *Metal Gear Solid* and *Metal Gear Solid 2: Sons of Liberty* in special "Premium Packages." These deluxe box sets always include bonuses like DVDs, books and even exclusive action figures. The tradition continued on March 11 with the release of the *Metal Gear Solid: The Twin Snakes* Premium Package, which offered some very valuable extras to justify its 21,000 yen retail price (about $200). Along with a copy of the game, the Premium Package features a 44-page book of *Twin Snakes* artwork, an exclusive *Twin Snakes* model GameCube with Fox Hound emblem and a special GameCube disc featuring the original Famicom (NES) version of *Metal Gear* and some DVD-style bonus features. We want a U.S. version!

NEW XBOX COLORS

It's the second anniversary of the Xbox launch in Japan and Microsoft rolled out two new limited-edition Xboxes for the faithful: Pure White Limited and Kasumichan Blue. The Pure White Limited Xbox is meant to be bought as a gift for someone special and can be personalized with a small engraving of the person's name or a message. Only 1,000 of these white Xboxes were produced and the engraving will also show the serial number for each console (for example, "0001/1000"). The unit comes with a white controller, a free one-year free subscription to Xbox Live, the DVD kit and the Xbox Voice Communicator, all for 19,800 yen (about $185). The Pure White Limited Xboxes were all sold out as of early February, so it is a rare item indeed. Collectors may still be able to get one, but chances are it will have somebody else's name engraved on it!

The Kasumichan Blue Xbox will be available just about the time you read this, as it will be sold on the same day as the Japanese release of *Dead or Alive Online* (*Dead or Alive Ultimate* in the U.S.). Based on Kasumi's blue outfit, the transparent blue Xbox also sports the *Dead or Alive Online* logo. Only 5,000 Kasumichan Blue Xboxes are being produced and each one will come with a giant Kasumi cushion! The unit comes with a blue controller, a free one-year subscription to Xbox Live, the DVD kit and a copy of *Dead or Alive Online* and will retail for 22,800 yen (about $213). We could use some new Xbox colors here in the U.S. as well!

DO YOU KNOW THE SECRET OF THE MYSTERY CODES?

***Tips & Tricks* may be the #1 Video-Game Tips Magazine, but even our most skilled cheat finders get stumped every once in a while. The following codes are known to exist in the games shown, but even after extensive testing, we just can't figure out what they do. (In some cases, they may not do anything.) If you can solve the mystery, you just might win a prize!**

#1 BATMAN: RISE OF SIN TZU

The Code: Choose "Continue" from the main menu and enter "_ F L Y M _" as your password.

What We Know: This code is very similar to the invincibility code you'll find in our *Game Boy Advance Tips* section; it doesn't give you the "rejected" buzzer sound, so we know it's accepted, but it doesn't take you anywhere in the game and it doesn't have any benefit that we can see. We noticed that if you change the last character from "_" to "F", you'll be taken to the map screen with all of the levels unlocked, but we still think the code has some effect if you enter it as shown. *Can you solve the mystery?*

#2 MIDNIGHT CLUB II

The Code: Choose "CheatCodes" from the Options menu and enter the code "v o o m P e d s" (be sure to capitalize the "P" only).

What We Know: This code gives the same confirmation sound as all of the other cheats listed in our *PlayStation 2 Tips* section, but we just don't see any change in the game. (Note: It doesn't register as a valid code in the Xbox version.) Most of the known codes are vaguely descriptive of their effects, so we suspect that the code may affect the pedestrians in some way. *Can you solve the mystery?*

#3 TIGER WOODS PGA TOUR 2004

The Codes: Choose "Options" from the main menu, then select "Password" and enter any of the following case-sensitive codes (the first letter in the first code is a lowercase "L"):

Isfkajfd
Uit45TW6
CXCbr883

What We Know: If you enter any of these three codes, you'll hear Tiger say, "Oh, yeah!" to confirm that *something* has been unlocked or changed...but what? These codes are very similar to the "sponsor" passwords that you'll find elsewhere in this issue; those codes unlock apparel, accessories and equipment for specific manufacturer brands. These three, however, have no obvious effect. (Incidentally, has anyone else noticed that the "Accessories" menu claims to have 270 items inside, but if you add them all up, only 243 are listed?) *Can you solve the mystery?*

CRACK THE CODE AND WIN A PRIZE!

Think you've got what it takes to beat the *Tips & Tricks* editors at our own game? Test out these codes for yourself; if you're the first person to tell us exactly what they do, we'll send you your very own *Tips & Tricks* cap and print your name right here so all the world will know that you were the one who solved the mystery. No guesses, now—you must describe the difference in the game that results from entering the code so we can verify that your answer is correct. Send your answers to:

Tips & Tricks **Mystery Codes**
8484 Wilshire Blvd.
Suite 900
Beverly Hills, CA 90211

Please note that these codes may not have any effect at all; there's a very strong possibility that they were left in the games inadvertently or that their effects were intentionally disabled before the games were released. However, we invite you to prove otherwise!

TIPS & TRICKS (ISSN 1090-641X), Volume XI, Issue 4, April 2004. Published monthly with two exceptions (twice in May and twice in November) by L.F.P., Inc., 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211. Return postage must accompany all manuscripts, photos, drawings, etc., if they are to be returned, and L.F.P., Inc. assumes no responsibility for unsolicited material. All letters sent to *Tips & Tricks* will be treated as unconditionally assigned for publication and copyright purposes and as subject to *Tips & Tricks'* right to edit and comment editorially. SUBSCRIPTION INFORMATION: For subscription customer service, call (800) 621-8977. Basic annual price is $24.95. A one-year U.S. subscription is $19.95 (12 consecutive issues). Foreign subscriptions add $10.00 U.S. funds per year. Single copy $4.99. Change of address: Allow six weeks advance notice and send in both your old and new addresses. ATTN. POSTMASTER: Send change of address to *Tips & Tricks*, P.O. Box 15397, Beverly Hills, CA 90209-9976. Periodicals postage paid at Beverly Hills, California, and at additional mailing offices. Address all advertising materials to: Ad Production, *Tips & Tricks* Magazine, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211.

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